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amiga FORCE

■ ISSUE 4

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Leaving 2 jumps into the Amiga's hands, and the crew try to blow them up (again). After three now... 100%!

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With new programs already? Here's what you can expect in the not so distant future...



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■ MANAGING EDITOR Steve Smith	
■ DEPUTY EDITORSHIP SUB	
• Phil King	
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■ GAMES INDEX PAGE	
■ PRINTED IN THE U.K. AND DISTRIBUTED BY ABC	

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READ 'EM AND WEEP

If there's one book you take, cost it £9.95! Time spent in the Amiga Computer User Show held in Nottingham's Business Centre can't be beaten. It's one of the biggest, brightest and loudest software fests in Europe. That is, though, unless you actually work in the computer industry you won't be able to attend — yes, it's strictly trade-only, we're afraid. If you're not going to be able to sample the delights of the Bigging (BOTS), then why not tell us you're in the showpiece's 'good press'?



of all the great computer-games booth — young people's pocket money used to keep the numbers soaring across the UK, but now few stores are finding in their amazy sports canes for more esoteric forms of transport as the auto racing fever descends.

So now you can play the game. When is the tournament, watch the video AND write the book... all without leaving the sofa!

BRUCEY BONUS

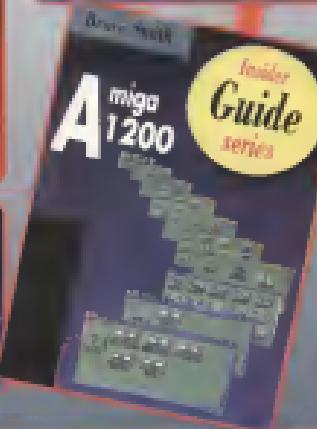
NEWS

If you've recently purchased an A1200 and you're feeling lost, confused and generally bewildered by the operating system, worry no more. Help is at hand in the form of the *A1200 Insider Guide* by Bruce Smith. Books. BOTS are renowned throughout the Amiga world for producing well-written and informative manuals, and that covers no exception.

With 356 pages crammed full of useful information and helpful illustrations, it's an essential buy if you want to know more about your 32-bit wonder and its accompanying Workbench skills. Priced at £14.95, you can either pop into your local book store or order it straight from the company. In fact, Bruce is a big fan of

Amiga Force, so when we phoned to confirm that we had the correct address, he suggested a special £2 OFF deal exclusively for our readers (postage not included). So just fill out the coupon, and send it with a cheque payable for just £12.95 made payable to Bruce Smith Books Ltd.

If you don't have an A1200 and, obviously, don't want the book, feel free to write to BOTS for details of their extensive range — similar User Guides for the A4000 are available, as well as a wealth of other books detailing practically everything Amiga. All the products in Bruce's range are highly recommended by our good selves.



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amiga FAIRCE



The last in my laugh



One deviation of judgement is
impossible for Fairce



It's a 'll stop sniffling

Gareth Foster

THE BIG BREAKFAST



PSYCHEDELIC SENSATION!

It may look like someone's lost their lunch over your computer desk, but the all-new *Psychedelic Splat Mats* from ESD Dust Covers is just the job for mouse manipulators who thrive on individuality. You see, due to the manufacturing process no two Splat Mats will ever be the same!

Made from the latest high-density compounds, this unusual accessory not only looks good it works well too. A carpet-like microscopically fine mesh makes the reading surface of these plastic products an art form in that it feels as weird as it looks. In practice, the mats performed exceptionally well, shooting to the desk with a tenacity usually reserved for James Bond's bongos. It is now, availability is limited only by the existing trackability factor (or the mouse's ball rolls, really well on it).

Don't take our word for it, though; why not enter our mini competition in an effort to win



one of your very own! ESD haven't decided how much it'll charge for the Splat Mats yet, but tell us if it'll not be far off the £9.99 mark. Further details about this, or any of the ESD range of accessories can be obtained by phoning the company on (0815) 425858, or you can write to them at the address: ESD Dust Covers, The Standard Centre, Cross Street, Standish, Wigan, WA4 8AC.

EKK! 25 FREE SPLAT!MATS UP FOR GRABS

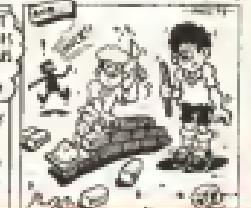
This is a splatter-tastic excuse mad of your very own from ESD, simply answer the simple question below, and put your answer along with your name and address on a postcard — or send an e-mail message — and send it to SPLATTER MATTER COMP, AMIGA FORCE, Europe's Impact, Ludlow, Shropshire SY8 1JW. Entries to arrive no later than 15 April '93, when the first 25 correct entries will be the big winners.

THE MIGHTY KICKING CHAMPIONSHIP

Entries can either computer-related products available from ESD Dust Covers (and if you get this message, please email us back immediately).

WHILEST ON HIS QUEST TO FIND THE MISSING WORLD CUP, SOCCER KID FINDS TIME TO RELAX AND ENJOY A GOOD GAME OF FOOTIE...

SOCcer KID



Every month in AMIGA FORCE, Ben The Botin from Channel 4's Big Breakfast computer-games section (Mornings, Mondays and Thursdays, 7-8.30am) will be providing tips on the games at YOUR CHOICE! How did this work? Easy! Here are four competitions from new releases, with the title of the game and a telephone number. To vote for tips on the game of your choice, simply dial the number listed in the message, and your vote will be registered! Whichever game gets the most calls will be featured in the next issue. It's as simple as that!

Now before you start answering in a cynical what-a-rook fashion, let us point out one very important fact: Each call will cost you more than 10p. Yes, that's right, just 10p! Priced at the only charge.

So, here goes... If you're a fan of...

STOP PRESS! The closing date for our special Master Blaster competition (see the sidebar) on the front cover has been extended to April 16th, 1993. Ex whoopat!



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What can you say about a game so compelling and innovative that it's still going strong after a few years? A lasting, interesting, rewarding and graphically dazzling would be good for starters, but some of these superlatives really do justice to what a momentous achievement in computer-gaming history. Using a good idea with a strong spark to pull it all together involved the best talent from the LucasArts stable. The feeling then — maybe it's DNA design genes responsible for programming Lemmings? — was there; an instinctive knowledge that if you play you love it. The point is, "where from here?" Even if you've never liked many inflated police-pooch wotnot blabber-mouthed boozers before them... ■

Lemmings 2: Tribes



Psygnosis, £29.99

Lemmings 2 is a distinct improvement over its predecessor. Whereas On Your Own Lemmings was mainly an action level package, Tribes is a mixture of odd levels with a whole lot of new. At the end of the day, there's still the same game behind all the fresh colourwash, but this is a sequel that moves forward, as opposed to the usual sideways. Personally, I think it kicks the original can out of sight and opens a doorway all over the rest of the competition.

If you've never seen (or heard) of Lemmings, you'll quickly understand something special. There's some argument as to whether it was a god-given or God-awful idea, but essentially it had you using the little fury guys from common slate. This was done by clicking on stones using the bottom of the screen, representing different abilities, and then sending them to the appropriate sprite. Using a mouse, you'd have a limited amount of time to get in ten quota into an exit portal. Put, and you'd have the pleasure of making the level and watching the little ones explode. It really was an innovative idea, and soon you were hooked with little Lemmings digging, blasting, climbing and exploding all over the place.

The sequel's story line tells us that after the original game, the surviving Lemmings discovered an island. Gathering up into groups, the fury friends colonised various areas and took up characteristics unique to that section (hence the Tribes title). However, after living happy and relatively safe and free lives for a period of time, a dark shadow was cast across their land. A disaster was about to happen, and the only way this could be stopped would be to use a special amulet.

Sadly, it wasn't as easy as that. The amulet was split up into several different pieces, scattered among the different tribes. To save the Lemmings and their land, these pieces had to be collected and assembled.

Sole salvation

One of the biggest decisions from the original is that only one Lemming has to be saved at level. The idea behind this is that the Lemming carries

the amulet piece — simple really. Of course, parties will want to save them all. (Psygnosis assure us that it's possible and Lemmings 2 caters for and positively encourages this.) Nevertheless, once you've completed through the scenario on one section, that amulet piece is safe and ready to be joined to the others.

Each tribe (and there dozen or so screens) can be accessed through the accidentally drawn map screen. Believe me, the variety is great — we've got Space Lemmings, Circuit Lemmings, Highland Lemmings (with red hair), and many

**Even If
you didn't like
Lemmings, this
will convert
you**

the scenarios on one section. That amulet piece is safe and ready to be joined to the others.

Each tribe (and there dozen or so screens) can be accessed through the accidentally drawn map screen. Believe me, the variety is great — we've got Space Lemmings, Circuit Lemmings, Highland Lemmings (with red hair), and many

It was easy to see how the original Lemmings could be improved upon by adding more variety and extra abilities — the real difficulty was in doing so without totally ruining the original winning playstyle. Well, the "good news" is that you can't do it. DMA Design hasn't managed to change enough things to make it a vastly different game to its predecessor, but they haven't thrown the baby out with the bath water. The heart of the game remains intact, but it's even funnier and more fun to play. Some of my favourite new Lemmings are the Archers (the cursor aiming system is dead easy to use), Piffers (who pour cement onto spikes), and the new

CHALLENGE

At last, the eagerly awaited Sensible Soccer Challenge kicks off. In Issue Two we invited readers to send in disks containing highlights of their most glorious victories. The best two won a trip to the A-FORCE offices for a special interview involving the programmers of the game, and the A-FORCE staff. JAMES 'OWN GOAL' PRICE commentates on the action...

After breaking down the guard at Issue 2 we were inundated with disks containing highlights of our readers' most glorious victories of you. Indeed your chances against the Sensible Soccer programmers and after a lengthy bout of professional judging an decision was taken between individuals namely Tom and Michael. They arrived just after the specified 11 o'clock meeting time but the programmers were kind enough to be open. After caught up

BEATEN OWN GOAL



Phil King is a spectator from the best way back, while James is left very red by the humiliation of a lifetime!

for a half an hour of talking, they crashed into the car park with engines revving and roars. Introducing themselves as Chas, Jack and Jon, they signed the visitors' book and boldly strides into the challenge zone.

After choosing our fixtures team we ploughed straight into the action, with Phil's Belgium against Michael's Denmark. It's safely agreed in the office that Phil King is consistently the best sensible player, even though he's been beaten by both Steve and me on certain occasions. With this in mind, it can be something of a shock when our elements (Step 10) was held to a draw by the plucky young midget.

Not far off was my previous self (English) and Steve's (Switzerland). A 1-1 draw in a match involving every explosive ingredient

JAMES 'OWN GOAL' PRICE
hopes you all do horribly in a freak yachting accident!

and a high mortality rate due to either a notoriously bad English boat, I found myself at the wrong end of a swimming pool.

Indeed. After finding a shady corner to sit in I headed over the joystick to Captain (sophomore and Managing Editor Steve Edwards Holland). He'd certainly chosen the short straw for his first match. His opponent was none other than Chas, the guy who originally coined 'sensible' (Sensible, 1-1 in Holland) and the other visiting reader (Tom) was the engine of a step-up-a-stationary class submarine a resident quite Jon. With this final score of 2-1, the first group of matches underway finished, and the A-FORCE game found themselves in the lower tier of the league.



Come on in, you'll find us a pleasure to play against.

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NAME: Steve Edwards
AGE: 28
OCCUPATION: Managing Editor
TEAM: Holland

NAME: Phil King
AGE: 34
OCCUPATION: Deputy Editor
TEAM: Belgium

NAME: James Price
AGE: 18
OCCUPATION: Software Engineer
TEAM: England

NAME: Tom Yates
AGE: 18
OCCUPATION: Student
TEAM: Canada

NAME: Anna Polley
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AGE: 18
OCCUPATION: Student
TEAM: Canada

NAME: Anna Polley
AGE: 18
OCCUPATION: Staff Writer
TEAM: England

ATTACKER

My mind, that Phil character
there is a tough
customer.

Cool, this guy's
completely
weird! What a
nervous...



Ever seen
the impersonation
of Steve Lawrence?
Check it out!



B Tompkin demands the Sensible Soccer League rule on its
irresponsible cheerleaders.

We were rebuffed!

It was impossible to find people who play soccer, but for some reason when Phil and I played I thought I was playing Steve Parker's and squat uncle of my time hacking down his Belgian teammate after 40 minutes my team was a little dispirited so I number-jermed them onto the bench — (Man Ed) and Phil rejoiced because it was a 4-0 victory. Michael took his Dutch side to a 2-1 win over a German team that had been unapproachable in its first match, and Steve kept up to Jon.

Sorry the designer and graphical artist could give us a better performance than he had in the first round? After all, he knows what those little guys can do — he drew and animated them — but sadly he possesses knowledge but little to help the Lithuanian cause. And he let one goal in

towards the end of a tight match to 1-0 to Steve. It was a cocked tool — Man Ed.

Steve being just about the easiest gaffer his Russians to an unbelievable 5-0 victory over God himself (or programmer Grendel). What could this have happened? It seems weird seriously underestimated young team and his trusty Cruiser psychic as his new held pole position in this little challenge. Could we keep his place while everyone else desperately tried to find some form?

Phil seemed to have discovered his as he beat Germany an emphatic 4-1. Holland lost 0-1 to a well-practised Denmark, but the vital shock came during the following game

I was shaping Italy (Chris) and had been eliminated as a no-hoper. However, some nifty footwork and a scorching shot from just past the halfway line later I found myself in charge of a 1-1 game. After a

basic match, the final score set the tone of England's first victory 4-1. The sensible came closest ever, but when Jon insisted on using his previous tactic of losing

CHALLENGE

...OVER TO YOU, STEVE

It was over the moon when I saw the amount of entries we received for this challenge, but soon felt an itch in a part when I witnessed the sheer brilliance on display. Surely no one could score better than anyone? Obviously, the league was going to be tough. Very tough.

As it happens, I was entirely correct in my assumptions. But what didn't count on was the insatiable of the programmes themselves. Steve, as the title while playing many other forms, but they brought their own physical and mental points that they did program the games, at the end of the day, the best man won congratulations again, Tom, you deserved it and a good one — plus a few pints — was had by all. Would I do it again? Watch this space. For now we already football. ■

Phil had no problem with that, the 2-0 finishing put him in a fairly comfortable second place.

Presenting to Tom continued his amazing straight with a 2-1 win over fellow master Michael. Steve managed to squeeze a 0-0 draw

■ **Jonas** Rightly (ironically with the comments) as his unstoppable attackers wonder whereabouts about the pitch...

Spent
more time in
the coffee
shops, and not
enough time
drinking
beer. Duh



■ NAME: Michael Brown
■ AGE: 18
■ OCCUPATION:
Student
■ TEAM: Denmark



■ NAME: Jon Horne
■ AGE: 27
■ OCCUPATION:
Computer Programmer
■ TEAM: Lithuania



■ NAME: Steve
■ AGE: 26
■ OCCUPATION:
Computer Programmer
■ TEAM: Lithuania



■ NAME: Chris Chapman
■ AGE: 29
■ OCCUPATION:
Computer Programmer
■ TEAM: Italy

CHALLENGE

...OVER TO YOU, PHIL

The championships went right down to the wire in their last match against Tom. The 49-year-old certainly seemed like a strong-bean-bean come-backer, as he'd done throughout the tournament. He did play convincingly well for a man his age, though, and that's what deserved it in my book. Michael was another tough competitor; I thought I had him beaten at 3-1 up, but he made a determined comeback. In the end, I only just managed to grab an equalizer in the dying seconds.

Despite losing ten sets, I enjoyed the challenge immensely — it inspired me to have good sportsmanship in my work. I even taught Jon a few tricks about the games from the tournament, too. Can you believe that if you have four players (including the six hours' road journey) you can't manage to teach a bit each to your members? Another year goes by where Jon provides a decent quality service, but my local players are obviously destined for success, but it's the passion of the team that's the determining factor whether it's a novelty or not — much to Jon's delight! ■

greeted me by shaking my fist, leaving me with a horrible lump of plaster that need more to heal before they'd let me control my matches. Chris went down once again in a 9-8 hammering in the hands of Joachim of Germany, and Michael made up for his previous defeat by real and truly destroying Jon and his little green Lithuanians. Also, even though I appeared to have found him in my two previous matches, I had still hammered my otherwise talented Tom, suffocating under my breath. I also drew the just-reverent laughter from both.

	P	W	L	D	GD	Pts
RUSSIA	4	4	0	0	+5	8
BELGIUM	4	3	1	0	-5	7
DENMARK	4	2	1	1	-3	6
GERMANY	4	1	2	0	-5	4
HOLLAND	4	1	2	1	-5	3
ENGLAND	4	1	2	1	-3	3
ITALY	4	1	2	0	-6	2
LITHUANIA	4	0	4	0	-8	0

With a mere three matches left to play, the main competition seemed to be between Phil and that bad-tempered John and his Lithuanians. They had easily eliminated themselves from a possible league championship by being quite honestly crap. As for Chris — we were rapidly coming to the conclusion that he wasn't quite as hot as we'd initially expected.

After a (modestly liquid) lunch, I gave in to get a 1-1 draw with Joachim. Both teams performed in the hideously manner that their unique profiles suggest, and neither of them could now honestly win the championship. Phil (Belgium) met their maker and proceeded to stuff Chris in a 3-0 display of hideously slushy, while Jon got his first

victory (3-1) against jowlsome England with my over-exuberant little boy behind the joystick. Finally I saw fit to let him out because I felt sorry for him... I repeat!

The Cold War may be over now, but when Tom and his Russian team only the past there was a definite animosity. There was also a large east, leftist war, which was and the West's Jon down with all the force of an atomic explosion in a under-dry September. It was the result and I'm afraid Jon's comment was spot-on:

"Are we go — there they want!"

Another AFORCE judge match was the Phil vs. Tony game. Phil was on top form and seemed almost unstoppable but even though Steve lost in the end, the final kept to a ridiculous 20-1 victory (yes, it's still a winning point though — Deep 60). Michael went into convulsions in his confrontation with Chris — not satisfied with two or three goals he plunged in for a whooping six and Chris seemed destined for the many depths of last place.

Joachim power-slapped the German team onto the pitch, and after 90 minutes mercifully threw off again with a functional 1-0 victory over below-Samurai team member Jon. Steve took to the joystick equalled an exceptionally unlikely Russian and got sent to Siberia (quelle surprise) in the inevitable 4-1 defeat.

Well, with everyone having one match left to play (and all to play for in some cases) here's how things stood:

	P	W	L	D	GD	Pts
PHILIPSIA	6	6	0	0	+16	12
BELGIUM	6	5	1	0	+12	11
DENMARK	6	4	1	1	+13	10
GERMANY	6	2	3	1	-5	6
HOLLAND	6	1	5	0	-9	4
ENGLAND	6	1	5	0	-9	4
LITHUANIA	6	1	5	0	-9	4
ITALY	6	1	5	0	-12	4



■ **Sweden and Switzerland all round** after a thrilling final — golly, what a sporting failure! Phil is, ah, relegated! 4-2 was the verdict with the punishment of final place for poor old Chris (trigger).

The biggest mistake of us was the who... invited Tom vs. Phil confrontation. Fatty Phil needed a win to finish too, so Tom's done about it. What could possibly be described as the tightest match in the competition? Please just accept it in the end, as the AFORCE knight failed to vanquish the dangerous student 4-0 to Tom, and the final score 4-0 and Phil was forced to compromise 4-0/2-4/2-1.

Finally, I had to leave Michael's Denmark to give Phil a comfortable second place. However, you know how things go, so I decided as in the never-win's that's that why you had to win in your team's — Deep 60! 2-1 won the final tally.

At the end of the day (shove) the table sat a sorry lot. Two modestly sponsored three professional games reviewers and three programmers. Luckily, everyone was pretty chuffed with how the day went and all in all of us agreed. Next time though, no play properly.

CHRIS:
"The only winner on
the day was
the Shelta"
(Hugos)



The first live on-death match was between Chris and Jon, with their respective Lithuanian and Italian teams desperate to avoid this abominable species. It was certainly a coronal struggle as they fought an end-to-end battle with neither giving an inch until the second half, when Jon got the prove that chocolate orange while the big move ball squashed the almost suicidal programme.



DIZZY MY HEAD IS SPINNING!

That blasted egg gets everywhere! Not satisfied with the occasional review, Dizzy has wiggled his little ovoid body into this eggstra-special feature, detailing the life and times of the most famous character ever to come out of a chicken's bum.

THE EGG HIMSELF

Dizzy's appointment debut was greeted by a rather frosty reception. In the platform inundated Spectrum world, it seems that unless of one little egg means not enough to please and everyone sees it as just another budget release.

Years later, after console and 16-bit releases, the egg is still collecting fan letters to be sued that each game has gone from strength to strength, but you've got to admit they've all followed the same formula. Some people are perfectly happy with this and can get enough of it, whereas others tend to complain and say "why isn't Dizzy doing even so anything original? Well, YU KNOW BUNG TO YOU like Dizzy games. If you don't like them, don't buy them — and stop writing in to complain. Nowhere — some people

TREASURE ISLAND DIZZY

This month's *The Egg* is dedicated to the world of *Treasure Island Dizzy*. Dizzy's first platformer, *Treasure Island Dizzy* is a spin-off of the original *Dizzy*, and introduced us to more than just Dizzy. It also introduces the peasant man who is a valuable comrade in battle. For a start he makes the occasion fit George Seven. Unsurpassed by his beauty and energy, Dizzy's task is to reprise a game of cards on the deck. In what the instructions describe as "a bit of blinding stupidity" he uses the three leg collection as method of currency, attempting to bring them to market. After buying made in the place, our hero finds himself at another leg as an unknown who?

By playing the three and two houses, Dizzy's right to buy the three and two house, although the shopkeeper's system is a little strange. Rather than being able to choose any one of the three items, Dizzy can only drop the last one to be in possession. For example, Dizzy picks up the sword, then the spear and then the sword. He goes over the spear, passes the three time to use the sword, drops the sword and draws... interesting? Rather. Also, there are the days when eggs write their own life, so no chance collision can end your hard work. It you cannot hear the background music,



BRAINWASHING JAMES

To provide an impartial judgment on how Dizzy games have evolved on the Amiga, we needed someone who'd never played one before. So, we grabbed James, hyped him up, ate masses of fast-food offerings, and then let this big game one by one in the order they were released. Here's what he made of them:



FANTASY WORLD DIZZY

This month's *The Egg* looks down over *Fantasy World Dizzy*, which born a couple of years ago, is the follow-up to the original. While this isn't an earth-shattering development on the *Dizzy* franchise, it's more opportunity for character interaction. As well as Dizzy we now have Daley, Gismo, Drago, Dimon and Cleopatra (or was he a dwarf?) — who all help in attacking the evil wizard Zeta.

As far as a few graphical features (and the use of full-screen pictures of eggs for character interaction) *FWD* is pretty much the same game as *TID*. However, two little differences make a world of difference — namely three lives and a better system for item acquisition. You can choose between the two original courses, and are consequently able to drop them in the right place for the right time.

Even though the improvements are relatively minor, it's nevertheless still quite fun to play.

FEATURE

MAGICLAND DIZZY

■ In the second Dizzy game, Dizzy returns to a different world, called Magicland. After solving all the end credits, you might think he can only use his own life friends. But that's not true. Dizzy often the friend of opponents, that appear in Fantasy World, and uses better people with more flexible personalities. It's a bit like the "Dizzy" in the first game, but it's better than the "Dizzy" found elsewhere.



DIZZY — PRINCE OF THE YOLKFOLK

■ Once again, Dizzy has to save Grandpa, who is now the King of the Yolkfolk. He has been turned by the wicked red frog, the King of Frog. They've been possessed by a certain naughty frog.

As usual, Dizzy must travel to faraway lands to get into the forest to find various items. After a while, many visitors to the Yolkfolk land, and after a lengthy search for the King, Dizzy can use the teleporter — whatever happens on these days.

Character colors when Dizzy catches them are slightly, possibly related to what they are a short time. The only human players will look like the King's subjects, while the self and frog look like their original selves. Production values in "Prince" are very good, but not as good as in "Fantasy".

"Yolkfolk" is mostly like head-locking of the first. Graphics are good, and animation is somewhat on a higher level than in "Fantasy".

Dizzy's palace is no future king. While it's an exceptionally attractive, it's not a head-to-head competition. There's nothing counted, though. 15 puzzles not across screens. Originally released on the Amiga, "Adventures" compilation, "Yolkfolk" was a nice bonus game. However, to get into the Amiga CD32 version, it's a good idea to buy it. It lacks of depth.



SPELLBOUND DIZZY

■ This third Dizzy game is set in a world full of magic, and you get Spellbound Dizzy. Perhaps, my only real criticism is it's so seriously a little too much reading back and forth, with not much graphics, being sparse. Nevertheless, it's still one of the most fitting games yet. As you play it, it might be worthwhile to look back at "Fantasy" Dizzy for a comparison. Though, in "Yolkfolk" Dizzy looks a bit changed much, there's still a great sense of empowerment.



CRYSTAL KINGDOM DIZZY

■ The most recent Dizzy game, and yet not with the best graphics of previous ones. It's only an addition, almost like really surfaceless, because graphics aren't that fitting pictures.

On the plus side, the game introduces a puzzle ID system, splitting the program into four separate levels. Each is roughly the size of "Magicland" or "Yolkfolk", with its own puzzles and objectives. However, the puzzle descriptions are the problem for Level 2, using sentence pieces in a lengthy 1984 TECO style.

The idea is to let the first Dizzy games to give continuous stories. "Crystal" doesn't have change character, but it's still interesting and can bring some new ideas. It also features a lot of polygonal objects, like buildings under the sun.

It's a different enough game to fit the first two, but not for the absolute Dizzy enthusiast. If you want to see a classic Dizzy adventure, get "Spaghetti".



DIZZY IN THE ARCADES

I will brutally honest: the Dizzy arcade games don't really have much to do with the egg. In fact, you could almost say that they're rehashed versions of old main eggs (that is, 200+ people under them just to make them look like eggs).

FEATURE

PANIC
PIZZA

■ That time we've got Dicks in a peculiar guitar situation, with the title being curiously tight and yet hopelessly inaccurate. That's as it very true—that's exactly what happens. Dicky? Yeah! He's no more a part of this than I am the bass guitars for Pinkerton.

Regardless of the other babies, I can't quite make up my mind about Paris. (Sorry it's very simple — perhaps overly simplistic) — but still very competitive. Poor babies are thrown at the top of the playing area, and underwhelmed by our own uses. The idea is to do the following shapes less like the appropriate holes to progress onto further, more difficult levels. Move a shape and the pads move closer to the holes, eventually, clearing the path, mentioned in the title.

As with Prince Of The
Hollow, this is a game that
works a lot better on the
PlayStation Adventures
collection. That's not to say
it's not worth buying,
but the most evident switch
has occurred in this long
run, but it's still a damn
good game.

DIZZY DOWN THE RAPIDS

• Another water related game, but this time you're fortunate at the housing on it (as opposed to swimming). Falling down the variously winding levels, you have to reach the end of a section while picking off (and avoiding) crocodiles and other aquatic beaters.

Even though *Testar!* The arcade version was immensely popular but the official conversion received less average reviews in the computer press. Amazingly enough Rapido is tributary to the aforementioned game, but with a more central interface and — of course — the eggs. You won't exactly be stunned by this one (its fairly simple) and not too difficult, but there's certainly a sense of achievement when you finally get it.



BUBBLE BITZAY

■ **Stable Decay** is the only Decay mode given its use Rutherford splits. It also has visual indication.

Surprisingly, Dwyer has no ride bubbles to the top of a vertically mounting area. However, he can't stand on a particular bubble for too long, otherwise it gives, causing him to fall back to the bottom. So, Dwyer makes jumps between his supported bubbles. It's not a particularly impressive jump (other feasible and reasonable) but it serves its purpose well enough.

Mitosis was complicated further by the addition of newly fixed and air-dryogen cells. This makes mitosis incompletely tidy in places and, as I mentioned earlier, becomes interesting. Clustering of the eggs just as far back down to the 16-cell stage.

FAST FOOD

Polyphony is the most inventive (but most easily appreciable) of the Decay games. Fast Foodies is a godsend. Far Men with interactive graphics and a fun puzzle game. While it remains playable for a while, one who's been given it as a present need find there's not much to do.

Still, it's a great game for younger players... as they're not going to be intimidated by advanced controls or tricky parapology! I really can't fathom but the Disney connection though... it's a wee bit unusual here.



CONSOLE YOURSELF

■ WIN A NINTENDO CONSOLE AND SPECIAL
PRIZE CART!

There have been a few Dizzy games released on the Amiga, but no doubt you will need to buy that you can't get (excluding the original *Dizzy*, which was a bit unknown, anyway). *Pop! The Fantastic Adventures Of Dizzy* has been plucked from the 'lost' tapes for being a rather smart MESS cart with a large amount of adventuring complemented by some excellent episode sequences.

So why not bring people could afford to buy a Nintendo game to play this... so we're offering the rather hefty price of the aforementioned console and cartridge... and will even throw in The Diddy Collection and Diddy's Excellent Adventures for good measure! The numbers up will be placed in an altogether special way with their own Diddy T-shirt.

All you have to do is send us a picture of the interesting egg hunting! (Admittedly one of the Disney copies) and we will print it in our next issue. To make it even more enticing, we want to see them doing something out of the ordinary (like hunting the toilet). Simple enough for you?

Send your artistic entries to: **ASSTY HAZZIT LET'S GET IT**
PAINT IT UP! ARRESTA FORTAF!, Emergence Impact Australia
Shopfronts 3750 1.J.W. The egg timer runs out on 18 April so
get cracking!

SURVEYING THE SCENE

SURVEY

Only one! Never! I do not believe you really wanted to do that. No, you didn't want to do it like that... you want to do it like this, said Gordie, with West, we can take it in fact, we at AMIGA FORCE positively encourage constructive comments and suggestions on how, exactly, we should be doing things. To make things a little easier, here's a simple reader survey (for simple readers?) If you would be so kind as to fill it out and mail it off to the address printed at the end, the chances of getting a better mag for your money will be greatly increased. Oh, and by the way, free subscriptions to AMIGA FORCE will be awarded to the first ten surveys drawn from the bag on 10 April...

A: GETTING YOUR COPY OF AMIGA FORCE

(This can have your name on it being sent this questionnaire)

(1) How did you first hear about AMIGA FORCE?

- Saw it advertised in another magazine.
- Heard about it on radio.
- Saw it on TV.
- Saw it in newspapers.
- Friend told me about it.
- Some other way (please write in)

(2) How often do you buy AMIGA FORCE? (If none correct, not applicable)

- Every issue
- Every other issue
- Less often
- This is my first time

(3) How likely will you be to buy the next issue of AMIGA FORCE?

- Very likely
- Quite likely
- Not very likely
- No chance

(4) How did you get this copy of AMIGA FORCE?

- I have it on subscription.
- It was delivered to my house by the local newsagent.
- The newsagent keeps it for me behind the counter.
- I have it in a shop and bought it on impulse.
- I went into the newsagent specifically to buy it.
- I didn't buy it — it was given to me.
- Some other way (please specify)

(5) How often do you visit your newsagents to buy or check out magazines?

- Every day
- A couple of times a week
- About once a week
- About once a fortnight
- About once a month
- Less often than once a month

(6) What do you do with any back issues of AMIGA FORCE you have?

- Throw them out
- Keep them in case I need them for info later
- Give them to a mate to read
- Other (please specify)

DO YOU THINK...

(You choose to put Stamps to stamp or put Stamps on the back)

(7) Overall, how much would you say you like AMIGA FORCE?

- Like it loads
- It's OK I suppose
- Don't like it much
- I stink

I've never really given it much thought

(8) What do you like best in AMIGA FORCE? (please write in)

(9) What do you hate most about AMIGA FORCE? (please write in)

(10) Turn to the cover of this very issue and tell us if you...

- Like it lot
- Can't live it
- Don't like it
- Hate it
- I've never really given it much thought

(11) We asked the people in the AMIGA FORCE office what they thought of the cover. Below we have put some of their comments. Tell us which one you agree with:

Agree Disagree Don't Know Agree Or Disagree

Cover is...

eye-catching

It makes AMI look very far away

It gives a good idea of what to expect in A-FORCE

Makes me want to laugh

It's too much

Love the artwork

I think the cover looks out of date

(12) Below we have listed the sort of things you are likely to find in AMIGA FORCE every month. We want to know if you think we've got the right level of coverage — so tick the box closest to your opinion.

Topic	Top	About	Too	Don't
	Most	Right	Little	Know
News				
(Read All About It)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Last Review (Pave Review)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Previous List Around The Corner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Budget News (Budget Bargains)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Full Price Review (Rich Package)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reviews (Dude Knows It)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Competitions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Patents	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lets (Force It Mail)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Playing Games (Cops For All)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Letters (Urge)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cheat Codes (Cut Out N' Cheat)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Big Headlines (Columns)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(Mehhhhhh)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SURVEY

(11) AMIGA FORCE currently does not award percentages to games it reviews. Should it? (please read EVERY option before you get thinking)

- Yes — for all games
- Yes — but only for full-price games
- Yes — but only for budget games
- No — not for any games
- Look, I really don't care!

(12) If you DO want percentages, how should we do them?

- Overall percentage only
- Individual percentages split into categories (sound/graphic/plot/story etc)

(13) In percentage terms which overall mark would you expect a dead average game to be assessed at?

- Below 50%
- 50%
- 60%
- 70%
- 80%
- 90%
- 100% (I)

(14) If you have downloaded any of the games reviewed in AMIGA FORCE how do we make everyone with poor opinion of the game?

- AMIGA FORCE got it up on
- AMIGA FORCE goes for the version if it was better than it is
- AMIGA FORCE didn't like it as much as I did
- I haven't bought/sent any games reviewed in AMIGA FORCE

(15) Who do you trust most when reading reviews and comments?

- Steve Shudis
- James Price
- Phil King

(16) (a) Is AMIGA FORCE is not your favourite AMIGA magazine tell us which one it is... (write in)

(b) Why is it better than AMIGA FORCE?

(c) What is your second favourite Amiga magazine?

6 ABOUT YOU

(When we get money you'd better watch out!)

(22) Sex? (do not reply "you blokes")
 Male
 Female

(23) Age? (please write in)

(24) How long have you had your Amiga?
 months years

(25) Which sort of Amiga is it?

- A1000 A1200 A1200 Plus
- A1000 A1200 A1300
- A1200 A1300 A1300
- A1200 A2000 A2000
- A1200 A2000 A2000

(26) Do you plan to upgrade to a better Amiga model in the next year?

- Yes
- No

If YES, which one? (please write in)

(27) The AMIGA FORCE crew are starting a very special panel of readers who will be invited to take part in the production of the magazine each month. The panel members will be contacted from time-to-time to answer questions

about how to improve AMIGA FORCE and to give opinions for use in news and features. There are only 50 panel places available. Would you like to be considered for the AMIGA FORCE reader panel?

- Yes
- No

(28) What is your telephone number? (If you are under 16 years old we won't contact you unless the last section on this form has been signed)

(29) People wanting to join the panel should enclose a colour photograph of yourself. Have you?

- Yes My photo is enclosed
- No I haven't got my photo of myself
- Sorry, but I don't want to join the panel anymore

(30) When's the best time to contact you by telephone? (please write in)

**AFFIX
PHOTO
HERE**

(17) Who is your favourite writer on AMIGA FORCE?

- Steve Shudis
- James Price
- Phil King
- Ben the Dolin

(18) What do you think of AMIGA FORCE advertisements?

- They're great
- They are OK
- They are too bright
- They are too dark
- Other (please write in)

(19) What do you think of the game mega and playing guides in AMIGA FORCE?

- They are really really useful
- They are quite handy
- I don't mind them (but don't use them much)
- They take up too much space
- They are a complete waste of time
- Other (please write in)

(20) Please write your full name and address here (NEATLY!)

Name _____
Address _____

Postcode _____

(21) If you are under 16 and want to join the reader panel, please get your mom, dad or guardian (but not your big brother or best mate at school) to sign here to say it's OK with them...

I consent to the applicant being contacted by the editorial team of AMIGA FORCE from time to time, and I don't mind AMIGA FORCE writing directly to him/her now and again.

SIGNED
DATE

That wasn't so difficult now, was it? Don't forget, ten free subscriptions are up for grabs and you don't even need a stamp — so mail it today at this address: AMIGA FORCE SURVEY, EUROPEAN IMPACT, FREEPOST, LUDLOW, SHROPSHIRE SY8 1BR. Then you can sit back and relax, safe in the knowledge that your views and opinions are being scrutinised.

FEDERATION



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DECODED TITLES & SUBTITLES

Delivery If free, overseas £5. Delivery within 14 days.
State charges of postal orders payable to A.R. Software.

The A-Team refuses to review any game that isn't 100% finished. We're not in the business of claiming a game's 'the best release of 1993', after playing just the first level. The following products are NOT finished, so we're PREVIEWING them and leaving our judgment till we get the completed versions. If you see REVIEWS of them in other Amiga magazines' April issues (released around the middle of March), you know the score...

KID PIX

• Electronic Arts

It — the rest is game, and it's worth appeal to the vast majority of Amiga PCjr users, but *Kid Pix* is still worth a download in case of its educational merits. Essentially, it's an art program for kids, with a variety of palettes, pre-defined pictures and techniques to make those inevitable messes interesting. There's only a large amount of stamped opinion and P.S. for the former amusement of like people everywhere.

We've had the Apple Macintosh version in the office for a few months now, and wouldn't interchange it. Phil King tried to create his masterpiece with the help of the aforementioned utility and his trusty mouse. A while later, after being given a harsh 2/10 — See Me, for his efforts by our Art Ed, he rallied to save at least the justice score. Perhaps he meant he'd like to be a turtle instead?

Nevertheless, as you look toward the Amiga version... after all, who says it's just for children?



JUST AROUND THE CORN

YO! JOEI

• Hudson Soft

Only the winner of the "Strangest Title Of The Month Award", *Yo! Joe!* is yet another platform game but, by gosh, it's a good, well-crafted, game. Not trapping sound, and dispense-rightfully addleplot, we're really looking forward to seeing the finished version.

Perhaps the most interesting feature is the addition of many novel power-ups. Normally, these lead to the uninteresting levels of temporary invincibility, extra health, or a certain bonus. *Yo! Joe!* rocks these ingenious ways out of the ordinary and gives its hero explosive Molotov cocktails and a wicked chainsaw, among others.

Extra features include the ability to catch the edge of platforms and pull yourself up (*Police 22* Precious style) and a rather enjoyable two-player option. While these have been seen before, it's worth mentioning that *Yo! Joe!* implements them especially well. Look out for the review in a hopefully not too future list.



FLASHBACK

• US Gold/Delphine

Given it's Hall with preceding A particularly frightening theme. During his work as a Research Scientist, he discovered that certain individuals had a molecular density so high, they couldn't be named by even the most sophisticated equipment. The fact that made the matter even more disturbing was that these individuals were top ranking members of



Hired Guns

• Psygnosis

Take a first person perspective, split into four different displays and you're looking an *Aimed Gun*. Taking control of your quartet of mayhemists (or inviting a friend to help you out), you get to stamp around in various missions, killing all and sundry with an impressive range of weaponry.

Perhaps the best feature we noticed (and the one that looks to make *Hired Gun* (ours really) special) is the need to manipulate inventory to solve certain puzzles, by pressing switches and pushing things around. Most games in this genre tend to miss this out (Amusement involved too much wandering around aimlessly for our liking) and the need for player co-operation in certain tasks makes for potential *Battle Royale* instead.

OUND NER

UNIVERSAL MONSTERS

• Ocean

Sold over 100,000 copies, *Universal Monsters* places you in the role of (amongst others) Van Helsing & Captain Nemo as you square off against monsters. To destroy these evils, books you need to plough through the levels and collect a price of firewood. Interestingly, though it's not as easy as that, though as the screenshots show...

— someone in the game has given themselves rights to every 3D game player with the classic *Miss Cleo* being a particularly wonderful example. We remember a splendid hours ploughing through the method sections, captivated by every ghoulish twist and perplexed by the many slightly confusing puzzles.

Universal Monsters follows the same theme seen in the aforementioned *pink-*

stoner, and we were with anticipation to see whether or not it will be of the same quality.

"Hey, doc, where you going with that gun in your hand? What? It's just a gun. It's a pocket pistol! Well excuse me!"

Locally — from Indianapolis to
politics and military strategists.

Conrad's investigations soon led to his
kidnap, the seizure of his memory, and his
incarceration in a high-security hospital.
Remembering enough to know he must
escape, he had this accomplishment on a
space barge (but only to be shot down over
the planet of Thor), where the realization that
he was no longer on Earth was almost as
bad as the artificially induced amnesia. It

only he could discover his true identity.
Contrary to popular belief, Flashback is
NOT the sequel to *Another World*. Granted,
it follows the format of its sibling:
predator, but every aspect of the game
seems to have been improved. Conrad can
question characters to obtain clues, collect
various high-tech gadgets, and earn money
to buy items. Also, there seems to be a little
more of the gun battles that made *Another
World* so special. Look out for a full review
next month.



"Well! What is it good for?
Absolutely everything," according to
Microprose's *Marsian Captives*.
Check out page 22 this month...



PREVIEWS



THE ANCIENT ART OF WAR IN THE SKIES

• Microprose

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long term challenge to more experienced
warriors. Luckily, it's further improved
with the addition of a mission designer,
allowing customizations of existing missions as
well as total redesigns.

Penultimately for an April release with a
modestly hefty \$24.99 price tag attached
you'll *TAKEOFF* beat the legendary
strategy action of *Laser Quest*.

TOP 100 CHARTS



Welcome to our new, now regular charts page. Many of the letters we've received have asked for one, so, here it is!

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BUDGET BARGAINS

ROBIN HOOD LEGEND QUEST



■ We startle from the rich and given
to the poor, what's it all about?

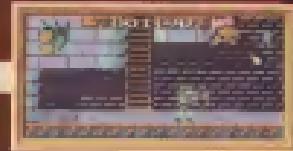
Having seen (and played) the CD4 version of this, I must say there isn't much the Amiga has beaten. Granted, the 16-bit graphics are on a larger scale, and the game starts with you as your horse (as opposed to just shooting off the bat) but it's had a job and tried on the eyes at times.

Why hasn't the Amiga version puffed and expanded the themes further? Don't get me wrong — I like the game — but I would have thought it'd have done a little more in 16-bit territory. Still, if you like action adventure and don't mind the odd bit of frustration, this version's better than CD4's, though unquestionably worth £12. Legend Quest? ■

■ **CodeMasters,**
£7.99

There are mediocre games, bad games, and then there are games that are bad for you — Robin Hood falls into the latter category.

It's a poor Discworld-style platformer (previous releases released on compaqdisks), with Robin fighting Nottinghamshire constables for his beloved Miss Marian. There are ladders to climb and moving platforms to slide plus plenty of traps and deviousness! I can't remember them



BLADE WARRIOR

■ **Zeppelin**
Platinum, £7.99

Having played a multi-bit budget game of this name some years ago, I wondered what Zeppelin's (formerly Amsoftsoft) version would offer. Well, it seems they've left us all in the dark. After collecting a new weapon from the life-giver which increased his blade speed, I was granted by what appeared to be a moody passenger screen with his face and his commanding (but rather unconvincing) speech: "You must play complete with cutting blades. Hence no beat". I thought as I pressed him to begin the game proper — but all that happened was that the hero moved his sword yet this is the game proper.

Oh well, I'm all for innovation and I've certainly never seen graphics quite those before. They definitely lend a unique mysterious atmosphere to the (horribly sounding) proceedings as you can hardly see where you're going.

Endless blades emerge from the shadows to engage you in rapid fire which go on for the long and elusive title! You have four strikes/thrusts at your disposal but can

succumb simply by repeatedly using the right move for the current opponent. It's a great theme, as the fights look really good combined with cool sounding sound effects (they enhanced the feel of the first blade series in my eyes, though).

And some of the excellently enhanced menus really give you the thrills — especially those scuttling trees and weird spiders!

The provided fighting is a mismatch to your real goals: collecting eight spell fragments (those rats, bats, and owl artifacts). By using them in one of the seven arenas

(which you can either concoct specially (and allocate them to the Amiga's function keys) or exchange them for Tale Fragments)

Gathering all seven fragments enriches your blade, enabling you to take on your last enemy. But, you see, this point, the banner is added — you can see his position on the handy map, which also shows, at the corners:

Blade Warrior contains the simple task: "Wipe up" (it appears to be). Concerned somewhere in the gloom is an epic record-and-soloing sword adventure. Trouble is, it's too well obscured by remorseless sword-bashng and truly odd graphics.

Save your position
regularly — your one life is easily lost.

■ **The fights
look really
good**

■ **99**

■ Stark, mysterious, bizarrely based on stark and mysterious, I'm not sure what's going on! An interesting idea, Blade Warrior is a noble failure we've afraid. Sorry!

■ While originality is usually considered a virtue in computer games, it's pretty much the downfall of Blade Warrior. When I first played the game, I honestly thought the black outline graphics were merely atmospheric touches and things would become more detailed (not to mention colourful) in a few screens' time. Imagine my surprise...

It's all very basic stuff, with the budget price complementing the decidedly budget design. I can't really recommend this to anyone, as the exploration element is offset as poor as the lighting. My advice is to save your pennies and get Carnage instead. ■



OD:

being in the Robin Hood legend). Dodging the boulders, arrows and spear is almost impossible, just as bad you can shoot them with your own bow (which appears from nowhere when you press it).

What's a jerk?

As in *Gods*, treasure chests and doors can be opened with keys. Unlike *Gods*, the controls are slightly jerky. Coupled with the backwoods backdrop this is extremely unsavory on the eye. As you walk around, the graphics appear to run at 16-bit. If you had double vision, I only took a few minutes to make me feel so unreal that I just couldn't carry on in earnest.

Making complete games can make application (and photo-realistic people) collapse. Had known what effect Robin Hood would have on fans.

I wouldn't care if the game was less than much enjoyment, but the accompanying writing would stop me paying even if I wanted to. I'm absolutely sure *ComputerGames* could release such a mind-blowing product — didn't they find any ill effects during playtesting?

TIP TIMES Have a look at *Handy!*



HERO QUEST

The Hit Squad, £7.99

In days of old when knights were bold and chivalry wasn't invented, they played their games with dice and things and drove themselves demented! Fortunately, the home-computer revolution has exerted its every-ing-wanted board games have made the transition to our TV screens, thankfully doing away with the need for children in padded armchairs to count and hours of head scratching calculations. *Hero Quest* is just one such conversion.

Presented as an hour-long, 3-D arcade adventure, the game combines elements of roleplaying and application with a bit of medieval bathos, boasting three men for good measure. The actual roleplaying angle isn't fully exploited, although this is something of a blessing in this instance as the game's style dictates that too much fiddling around would just get in the way.

Ooh, my hero!

Robots are pointers to continue in detail, but those among you who feel the need turn an automated version of the story behind the Quest-Disk Project gather: *Unhuh... Your Great Housewarming... yeah yeah... the health is tremendous... whoo-hoo... the party is... passed... no hem... the good guys win... the enemy... but the evil baddie escapes to... pass revenge... ZZZZZZ... Party when you... come in... BOOM!*



The crudeness of *Hero Quest's* roleplaying easily betrays its board game origins. That's not a putdown, but this two-year-old发售 is mainly so user friendly at the moment. Space Council conversion. Amongst these include the ability to choose the order in which you move your characters, and the way they can often block the path for other characters if standing in a corridor bend or next to a door. Having said that it's good fun exploring the dungeons, searching for treasure trophys and the many secret rooms. Early quests are really just training and character building exercises, but later ones see the game come into its own with the increases in difficulty requiring more careful moves and efficient use of spells, but perhaps not certainly a baptism on boulders.

Icon-driven, the adventure offers 10 different spaces that one to four players can battle in any order (but the best is play in sequence). Single players may play through any or all of the protagonist's: Warlock, Magician, and Cleric — but the adventure to bring all four into play.

Every turn, the player has a selection of options available, each taking up a number of action points (which are awarded randomly). In any given turn the player may move, fight, search for traps, treasures, puzzles or secret doors, consult the inventory or map (in game), rest, sleep, eat meals or simply sit and pass the time until play resumes.

Graphically the game is nothing to write home about, the sound too in little batches — but the gameplay remains involving and, once you've sorted out how to manipulate the tricky cursor, fast-moving enough to move off boredom.

One of *Gremlin's* earlier conversions, *Hero Quest* suffers some initial teething. Giving objects to other players, for example, is just not possible. Once an object has been collected it cannot be dropped making another player to pick it up. I wouldn't recommend it to everyone, here's hope the board game should hesitate — especially at this price.

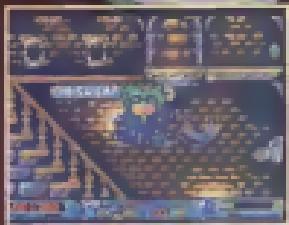
TIP TIMES Once you can afford a projectile weapon (like a crossbow) buy it. Then you can shoot monsters through open doors as they're too stupid to move otherwise, usually hitting a room.



If you're bored of your games, try this board game instead. Played it every day, but it still works.



BUDGET BARGAINS



VIDEO KID

■ GBH Gold, £9.99

RBI 12 BASEBALL

The Hit Squad, £7.99

It's a bit much, those Yankees selling their baseball championship the World Series, no? I thought my need of when a Canadian team, the Toronto Blue Jays, won it. That was, until I found out the Jays didn't have a single Canadian playing for them — they were all Americans!

An even bigger disappointment is that 2½ hours of fun playing this one on the old C64, was an Apple conversion comes as something of a letdown. It all seems promising enough, offering a host of options, perfect from the Major League teams, skill level, use of top-level graphics, change your pitchers and batting order, etc. On beginning a match, you're greeted by an action-oriented banner view, and some nice animation of the large players. There's even some simple speech, and the 10 screens displayed (including) simulate graphics expectations for various game situations.

Offensive alert

So far, so good. Trouble is, the playability is really foul! Something during the conversion, the immense playability of the Old-game has been completely sacrificed. Batting is a hit-

or-a-miss affair, something that's not even true of the original. In fact, it's a functional piece of equipment designed for the pleasure of the owner. However, it's only, added-value consider, it's gateway into adventures beyond the naked obvious (see following column head).

To say it's long-winded our only review can be designed after the first few brought home a video player. Overall, the game is... maddening. I can recall of those times from the days of yore, watching Entertech video now. Sadly, there had to be, for within 100 feet of watching him play, the screen exploded into millions of tiny bits and he was subjected to a heart attack.

After a while the amnesia began to clear, and our fears ended that this was now destined to stagnate a quiet cult. Before he even had time to wonder who's in the Twins, I had had got to it. In order to get out of the mess he'd dug himself through the levels of video mayhem, bright his location.

Video ready

Video kids is strange meat ham-up by all accounts. For a start, it doesn't have any pre-defined direction — the writing fields and forms, so there's no instruction, forced you to follow the rules while avoiding the trap and never up again again.

Secondly, there are lots of cross-purposes up to help you on your way. These same anything can distract attention to direction add-ons and switch. These require essential after a while, and fortunately you don't lose all of them after

one more effort, although this can take as long as you must anticipate the arrival of the ball well in advance. This same coming into an exciting growing game, with the only still being that psychological estimation of your opponent's tactics.

Where you finally do make a good hit, and the entire matches to a healthy scolding batch, you win — the odds are well stacked mainly in favour of your opponents. For some reason, the hideous eye can see at least twice as your probably base runner, so you have to hit the ball a mile just to get to first base. Even if you score a ground ball right down the line, your only chance of reaching second base is if the fielding team makes a catastrophic cock-up. Therefore the most likely method of scoring is to get lucky and hit a home run.

In short, RBI 2 is as tacky as that useful green model they used in physics at baseball games (there's a lesson here too). And compared to the latter, it's a bit more fun. However, I don't even make it to first base pop.

TOP TRIMED: Very poor pitches to start this career. If you get to two strikes, try throwing a wild curveball — he'll usually swing for it and miss.

You find yourself wondering when something really interesting will happen

surviving too many hits — their power is simply reduced by age. Possibly the best aspect of Video Kids is the graphics. They're both cartoonish and detailed, with some unusual backdrops providing lots of opportunities for pretty backgrounds.

Don't be fooled, though. While it looks and sounds good on paper, Video Kids is a flawed concept. For a start, there's not enough variation — floating and flying is all very good, but you find yourself wondering when something really interesting will happen. Secondly, I get bored trying to slog through previously completed levels, only to get a little further than you did last time. I've always been a growth in all new zones, they take a great deal of focus every day. Video Kids suffers from a lot of the latter. Presently, all round, I feel

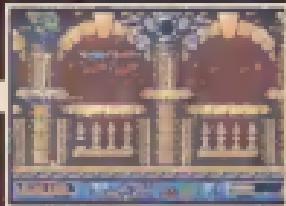
TOP TRIMED: If you can be bothered, then when the alien appears



Full marks to The Hit Squad for producing a budget game incorporating comprehensive instructions, presented in an easy-to-follow fashion. A pity, then, that the game itself is

**66
Batting is a hit-and-miss affair**

a bit of a letdown. Excellent animation and plenty of options makes interesting, but no getting stuck into a game of RBI 2 is when coverage goes below all too apparent. The pitcher, for example, has by far and away the few special moves as has disposal. In real life, the regular ball bounces have quirky and unpredictable techniques which are used to confuse the basemen left or right again, fast and slow balls and even a wriggle. The batter, also can do little but swing and hope — although it's possible to bunt the ball with precision. Not a bad wristwork, but hardly as hand-hitting as it should've been.



■ Dangerous predators aren't dangerous the healthy bather parapsyop in *WaterWorld* aren't amazin'. That said, *Terminator 2* may be, but it's still healthy. Blood, sweat, alcohol, guitars.

■ *WaterWorld* is a whole lot worse than its fairly ineffective graphics would suggest given the fact that it does look like a mature *Lemmings*. The deahting gameplay (if that's what you want to call it) is possibly the most tedious I've ever seen on the Amiga. It just goes to prove that first-mousing graphics and a lot of violence don't make a good school assignment. The levels here are not ill-thought-out, but the resulting action is just hectic, uncoordinated sloppiness around the screen with your finger glued to the fire button. You'll see the odd-sounding bubbles, pachinko, a charmed card, and a load of bats — that just about sums up the game.



■ What an excellent conversion, *Miles*. This way you've captured the better part as far as effort to make the belt is quite staggering. In fact, *James* can get the best turkey...



■ For an Amiga game, *T2* gets surprisingly little gameplay muscle. It is hard, though, see that. In fact, The hideous beat 'em up is a piece of cake, but then you come against a brick wall with the long-winded biome choices. To stand any chance, you have to know where all the obstacles are. It is very tedious time. To make it worse, you only have a single life — and there are no level pass-codes or even continue-plays to ease the frustration. It's all the more disappointing after seeing the slick presentation and neat level sequences. One should *T2* as a typical game of Hollywood you hear no more stories. By the way, forget what some reviewers (and the *AmigaPower* TV show host) said: *Judgment Day* is spot-on seriously, so money to you.



■ Shunning between-level transitions, actually delighted those like this, isn't unapproachable for a game series.



TERMINATOR 2: JUDGMENT DAY

The Hit Squad, £7.99

While *Terminator 2* is hardly enjoyable like *T2*, it is still too nice for its own good. Somehow, it lacked the grisly atmosphere of its predecessor and had a general level of care for the kids.

Could the computer game make up for its cinematic disappointments? After all, you can get away with gratuitous digitized violence and the possibilities are almost endless. It wouldn't even have to be original — as long as there were lots of things to shoot and fight everyone would be happy. Sadly *Amiga T2* is something of a disaster, with almost exactly the same design as its myriad 8-bit counterparts.

The first section is a seat belt up where you have to save the T1 deth while *John Connor* makes his getaway. I'm sorry, but in my book telekinetic fighting machines don't shuffle gregariously — and they certainly don't make sense of these two-looking moves.

On your marks!

So, while we're already jaded by the first-level design that second level comes as something

all is lost in the teeth. The T2000 rides with *John Connor* on a Harley-Davidson, with the T1000 going chash in an annimated torty. Various interactives using the vertically scrolling track must be dodged, and the heroes he created under several tons of metal (Sally, while this may sound interesting, is actually exceedingly tedious). It goes on for too long for a start, and the only real skill involved is timing when the

bullets have to be made.

As for the rest of the game — check in a few basic puzzles sub-games and repeat the sections just mentioned but with different graphics, and you've got *T2* in its entirety. On the G30 it's not bad, but you don't feel too bad about it because it's only an 8-bit machine.

With a limited amount of memory, *Amiga T2* is though, it's trapping terrible. Second-life graphics, sound and gameplay do not a good game make, and it's better spending your pennies elsewhere.

TIP TIME! Don't use *Issue #1*'s cheat — it doesn't work (sorry about that).



BUDGET BARGAINS

■ Zeppelin, £7.99

A real, insatiable need. With the vast amount of racing games available (and most of them off-budget), someone had to come up with a truck-driving game. The mega-critically-liked Truck Racing — the game that drives the goods, but only if it's backed into rock.

After the meadow introduction and menu-based option screen, the action was hardly rewarding with players part, at a mere game, nothing. A quick glance at the packaging revealed that Truck Racing uses the standard

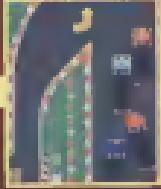


view and, its own off-road. Superfast Zircles that last.

Following the selection of a character, player name, you get to choose your truck. Once you're satisfied, you move onto the qualifying lap, with a view to finishing as quickly as possible. This lowers the time, the higher your place on the starting grid and the better your chances of winning.

Trucking hell

As soon as you start the actual race, it becomes blindingly apparent that Truck Racing leaves very little going for it. The graphics are (and we've all agreed on this) the worst we've seen on an Amiga game for ages. And



30 A great deal of time is spent driving on your own

it looks like trucking isn't your World War II history. You'll never see this time in a day at the grocery cart — not at this speed, anyway!

ugly backgrounds do little to complement the poorly defined trucks, and while playability does make a game, it's not enough when you're faced with graphics that a C64 could better.

Also, it's too easy to pass other trucks by increasing them all the road, letting you win a race which would otherwise have been a dead draw. There are a grand total of three tracks provided with challenges to

improve matters.

Usually, off-games manage to redeem themselves a little by including a two-player option. Truck Racing has a short good try at this, but rather than using a split-screen display



RVF HONDA

■ Kixx, £9.99

I've never been a great fan of motorcycles because I don't like the idea of having my legs crushed if I fall some idiot driver (and there are a lot of them) decide to pull out of a junction too quickly. Also, can you imagine skidding in my condition? It really doesn't bear thinking about, and so I'm quite happy holding on my two wheeled cycles (that's little there are) with shaking passion. (Proud Flash being the personal exception.)

RVF Honda doesn't have the subtleties of the aforementioned statement, but there is a great deal of comparative action with a host of tracks, the option to practise, and (of course) the racing option, there is a fair amount to keep you happy.

While the game moves at a fast rate of fuel spend, I'm a little disappointed by the rideable scenery. It's fairly simplistic — no mention spans — and while it doesn't detract from the game in any great way, I'm still going to moan because most games these perfunctored better in this area.

Round the bend

As ever, riding in a fairly straight line of manoeuvring your bike around the tracks and other drivers while clicking fire with hand-to-hand combat to change gears. This makes things a little complicated when slowing down, but works well with practice.

Although Honda is an entry-level and worthwhile purchase which improves with extensive play, I can't help but thinking it would have benefited from an analogue joystick option with the different gradients of bend. It would have suited the game's most intricate turns the difficulty of cornering. Once you get off the track you speed

up at an alarming rate, and it's hard to get back onto the road into the right gear, and moving forwards again, while you're circling around doing this, the other riders are disappearing into the sunset.

30 TIP TIME! If you change down one second gear while slowing down around tight corners it will give you more acceleration once you're through the bends.

Personally, I prefer driving games to bike racers. Very often the latter tend to control, especially the ones that use a mouse — straightforward. However, RVF Honda is a user-friendly exception. In fact, if anything competing in a little tea shop, our mums, who you expect, like, mechanics, there's not enough overcooked food. Mostly it's eaten in silence or jutting down through the window, you stop driving, coffee break, then come up to top as you eat the scones. (More traditional here, who got to know the best food well enough to anticipate the taste?)

The graphics aren't the best, though, and some racing related scenes (the Second Pit) look a bit flat, but they're fast enough to be competitive. (I'm not sure if that's a good thing.)

30 ■ The graphics aren't the best, though, and some racing related scenes (the Second Pit) look a bit flat, but they're fast enough to be competitive. (I'm not sure if that's a good thing.)

I remember playing an unboxed cassette up where you controlled a truck. It was poor, and I still think Truck Racing's no better. Even if it's improved that appalling graphics and mind-numbingly repetitious mechanics I doubt much could be made of such a van concept. I mean, the real sports boring enough — the idea of the trucks making overtaking virtually impossible — so why bother making it into a computer game? Apart from the obvious novelty (there's a dozen other van and lorry games) the answer seems to be that the game's star gawfulness is more suited to fun using joysticks. Whatever next? **3½**

TOP THREE In Supercares 2, it's always an absolute耻 to both human-controlled trucks. Should a player get stuck on the playing area, their vehicle is catapulted back onto the screen behind the other perceive trucks. Sounds stupid? You bet your bottom it is, but it created a few laughs at the office (then again, we didn't play this game).

To add to your need to avoid Truck Racing, as the game gets into gear for it, instead, check out either Supercares 2 from Q3D or Convoy from Zappon, ironically and less happily ever after.

TOP THREE Turn your opponents off the road to give yourself an easy cash load.



■ And that's enough Player's look, I'll rather watch Paul Gherardi!



PINBALL MAGIC

■ **Kixx, £9.99**

Probably the (EVE) BODY known is a game that involves keeping a ball rolling around a table, using two or more button-operated "poppers" lined around the table until you'll finally hit various objects that propel the ball in a different direction, drop it into a hole before springing it back out, etc. — it all depends on the table you're using. Some of the newer machines even move more than one ball, with little ramps allowing the silver ball to go up and off over the pins, scoring points as it goes... .

Flipping feasible

If you haven't been (or played) on a physical table, you're probably not human and have no better source of entertainment back on planet Earth. However, computer simulations

66
Very
much like
an 8-bit
game

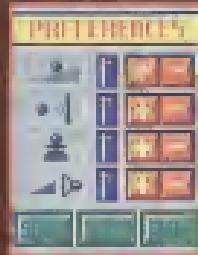
99

done with the exception of Pinball Fantasy and Pinball Brain is rather mediocre.

For a start, it uses static elements to tables. After Pinball Fantasy, with its wonderfully dynamic scrolling levels, different height levels (with a perspective effect that worked) and a choice between four radically different tables, Pinball Magic is a bit like a toy model — designed to catch my drift.

Pinball Magic is very much like an 8-bit game, with conversational graphics, poor table design, and a level that moves as if it were made of polystyrene. If you want a decent computer pinball game, get Pinball Fantasy. It's as simple as that.

TOP THREE Trap the ball with the bumpers to win it (mostly) accurately at the power.



■ **Pinball** tables' harder the game's engorged originality — we've always been far superior off-the-shelf.



■ Some games can be atrocious the difficulty level what to say about them. In Pinball Magic's case, the word balls might come to mind for some strange reason. Comparing it with Pinball Fantasy is like comparing Shirley Jones with Patsy Cline: mind the unit applied graphics there simply isn't enough to do apart from roll over a few buttons, and half your time is spent waiting for the score to top up while the ball sits in a hole. Given the very exploit (well) pinball tables were more interesting than this, had they been given the job, the game would never have taken off.

BUDGET BARGAINS

■ Zeppelin, £7.99

There have been so many Supercompo-style racers released over the years you'd think the genre would finally pack out and die. But Carnage proves just why open road racing games are still so popular: they're great fun.

Moreton could argue that Carnage is anything but poor in the technical stakes, with its very little cars and mindless tracks. But for sheer playability it's about three times better than the last two titles and Super Off-Road. Even better, it's got a four-player mode the extra two entries will likely appreciate if you've got no joystick, like the one given away with UniSoft's Dyno.

Mastering mayhem

And the more the master, too: the racing action's a riot. As the title suggests, there's a fair amount of barging and butting going on between the racing modes — you can even try hand-to-hand. It's doesn't get too carried away (with more than four players, at least) or the

"The racing action's a riot **"**

computer cars will zoom off into the distance — a human driver must aim or it's game over. This introduces a sense of competition into the play when things are looking tough, with both players trying to begin and drive up the computer cars to make sure they don't win.

Championship events are awarded after each race, before a visit to the shop where improved acceleration, top speed, and steering can be bought, along with miles and mini-boats. The latter are particularly useful to eliminate a quick lead at the start of races, or if a track is particularly difficult to concentrate through the rest.

Carnage proves that the simple idea can be the best; it's hardly any different from most other overhead racers, is extremely playable and competitive. Well worth a spin.



We always enjoyed overhead race racing games, and Carnage is no exception. Although it's not quite as resembles a poor man's SuperGraff, it's still spacey due to interesting tracks, design and an enjoyable multi-player option. It's also a hundred times better than Zeppelin's other predecessor never reviewed this month.

As you can imagine, the one-player game tends to become a little索然无味 after a while, with a steady difficulty curve leading to frustration and the odd case of mouse finger twitch. However, if you like the genre and already own SuperGraff I doubt you'll be disappointed with Carnage.



TIP TIME! If a computer car is way ahead, one of the human drivers can bring themselves into them to allow his friend to catch up and win, as both qualify for the next race.



QUATTRO POWER MA

■ CodeMasters, £7.99

Four games in one budget pack? What does that say to you? Dow! I certain LOOKING GAMES FOR MAMILAR, EXPANDIT or does it mean cheap marketing ploy. They're making off their back catalogue to get a few extra pennies.

To be honest, neither of these is appetising, but I do have to say that Super Grand Prix is almost reason enough to buy the pack. Take the basic ingredients seen in SuperGraff, include a patina of drivers and tracks (including Lotus, Lotus, and dragster) and well thought-out gameplay enhancements (genuine stats record system) and you've got an excellent little race game. My only possible criticism would be the difficulty level is a little on the high side, but at least it offers some long term challenges.

Moleman is a surprisingly addictive shoot 'em up with a sharp difficulty curve. Right from the start, you're plunged into the thick of the action with bullets flying left, right and center. The addition of progressive power





MACHINES

Up offers little assistance in ploughing through the levels, but don't expect anything of M-type proportions — it's fun for a while, but nothing special!

That sinking feeling

Pro Pinball Simulator is a rather dodgy racetrack game with a host of other games to beat and very little in the way of enjoyable features. Granted, the two-player option adds spice to the vertically scrolling tracks, but ultimately you'll find the lack of variety is still killer and the unaided 16-bit graphics do little to inspire enthusiasm.

Finally, *Astro Base Challenger* is a bit of a joke. Like *Pinballmania*, a vertical scroll, but places you in the driving seat of a high-speed vehicle. Testing along the hazard-strewn arena you soon come to the conclusion that this game has very little going for it, and the hopefully lessened time around the five minute mark.

So there you have it. One good game, one average and two not ones, on a compilation that deserves more for the unusual price. My advice is to check Super Grand Prix out — if you don't like that, you'd be better taking your money elsewhere.



RICK DANGEROUS 2

■ Kixx, £9.99

A fast-firing ex-pilot in his first computerised appearance, Rick Dangerous returns to the Amiga in yet another tour of trap-laden odd towns, running away. However things are not happy on the home front as hostile alien hounds landed in Hyde Park. Recognising these as the classically cautious from the end of his previous adventure, Rick stops, eats his superherb, cuts and attempts to get rid of them once and for all.

Our hero is neither like a squirrel, Indiana Jones, Square equipped with laser gun (with limited charges) and a few explosives. Using these he has to negotiate four named levels (in any order) where a sleeping while navigating these and assault contacts with which is total — although you do start with a generous six lives.

Rick's agility comes in handy. He can climb ladders, leap over chasms, and crawl through tunnels. Sometimes he needs to manipulate scenery by knocking cleverly placed switches which can open previously inaccessible situations. As you can imagine, things become ever more hectic the further you progress, and monsters are made more difficult

by the division of levels into sections — lose a life, and it's back to the start of the part you're in.

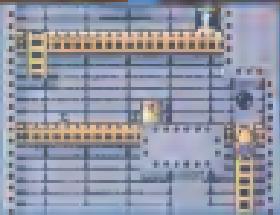
Tricky Ricky

The original *Rick Dangerous* was a extremely frustrating to play because it relied too heavily on extensive memorising of the correct route. Although arcade skill was an integral element, many of the traps would catch you that easily. As a result, each

engagement saw you progressing a few further before being caught unaware (again).

Rick Dangerous 2 is pretty much the same game, with different graphics and which pathways and traps are introduced, will have no impact here while having others added. It's quite like the game, even though the graphics are a little 3Dish and the frustration levels on the high side. Try it out first — you may be pleasantly surprised — but owners of the original beware, it's simply more of the same.

TIP/TIMI Use your weapons sparingly — you only have a limited amount! If you can avoid an enemy do so!



Many sequels are very similar to their predecessors and, though this is definitely the case with *Rick 2*, it's no bad thing when the action is this playful. Knocking under laser beams, pressing switches and slowing things up with dynamite is all fine, but the only slight problem is the way you can make mistakes by pressing a switch and caused by an error, only to find it blows your mind off with a bang. This only happens occasionally, however — the more usual way of dying is by failing to spot potential traps quickly enough. You need a certain level of good observation and fast reactions to do well in it. This is a well-designed, minor adventure. ■



RICH PICKINGS



SLEEPWALKER

Ocean, £25.99

If there's anything worse than a dodgy charity record, I don't want to know what it is. The fact that it's for a good cause doesn't make me feel any better when hearing Greg and Cyndi Lauper singing away — I'd have rather paid to stop them singing. So when I read Ocean's wish to increase its Comic Relief computer game, forgive me if I wasn't that enthusiastic.

However, Sleepwalker comes as an extremely pleasant surprise. Interestingly, it doesn't fit into the budget games of the same name. It takes the basic concept and turns it into a masterpiece. You play Ralph the dog, carefully guiding your

sleepwalking master (a boy called Lee) around his increasingly confusing world. Hazards such as open trapdoors, water and holes ingibit all attempts to wake him. Some of these must be addressed by going ahead of Lee before he reaches them. Poor Ralph has to endure much pain in the process, eg being trampled when closing up a symmetrical gap that's built up by a mischievous counter, and even being attacked by the local dog catcher (though the latter can just be knocked on the head with a baseball bat).

But don't worry, Lee's pick for too long, or he'll fall down one of the many gaps. You can either kick Lee over them or stretch out your arms between the walls and let him

walk over you! You also need to feed him up to higher platforms. It may sound all too tricky, but things are made easier by a very clever control system. By simply walking into Lee you can hold him still then press down to move positions with him, or lie in wait for walking the other way.

An essential aid to navigation is the map which explains all you explain the level. This, plus the rules of control, prevent the game from becoming frustrating — but with so many hazards in no place of cake, getting out safely is far from easy. Then there's the additional quest of collecting the letters of COMIC to enable entry to a bonus level.

This takes place in Lee's walkabout dimension, where he collects combinations of objects to form the name of a hazard, eg LAMP post, POND or river. Once again, LAMPPOST. For each of these you're rewarded with a comical sequence showing Lee meeting his silly end in that hazard. Collect them all and there's the promise of a surprise at the end of the game.

Not only is Sleepwalker very funny, with potential input from the likes of Richard Curtis and Rowland Rivron (plus sampled speech by Larry Mullen), it's also a darn good game.

On the first level, after the first trapdoor and Lee will walk right if he gets stuck in a small pit leave him here while you go elsewhere and eliminate more hazards.

Things are made easier by a very clever control system

The thought of a charity game didn't exactly give this a bad start. After all previous attempts at helping good causes with computer games haven't been慈善 by any stretch of the imagination.

Then came Sleepwalker. It's surprisingly good. Stick graphics and graphics are all there (in fairness) and what the game may lack in being a little enveloping is made up for by sheer addictiveness. There's also the odd moderately funny visual gag thrown in for good measure.

This game is pure *Hansel & Gretel* material as in a way it is. And that's something I adored at this time. Nevertheless, pull out and buy Sleepwalker and enjoy the game while helping a worthwhile cause.



A1 200-ONLY VERSION

It's not a shiny game. Excellent entertainment in its 16-bit incarnation, what exactly does Ocean's Sleepwalker have to offer owners of Commodore's A1200? Marvel? Well not a lot more than simple answers. The game doesn't appear to run any faster on the 1280 (which is no great shame as it already runs quite fast enough thank you) and the sampled speech and visual effects in both versions are identical (crystal clear, too). What the A1200 version does have, though, are far more detailed backdrops. Multi-directional parallax scrolling is difficult to achieve off a top-of-the-range super-duper PC, but the Amiga does it all in its stride —竟然 sharp and colourful. Guitars and indeed, foreground graphics are identical in both versions, but just can't beat for a detailed, especially developed memory machine A1200 game come out, so we can only say what this baby has really got.

LEGENDS OF VALOUR

FULL PRICE REVIEWS

■ US Gold, £39.95

Not the best way to begin a review. I know that this game is so bloody brilliant that I'm probably spoiling it, but that I don't know what to tell you, it's just that I can't find words to express — there just isn't enough of it.

Okay then, how about the instructions? beautifully presented and written in its flowing, easy-to-follow form, for the first time in my gaming life I actually read them from cover-to-cover before starting the game. Completely funny, relevant and insightfully laid-out, they set the scene very well indeed, detailing all the info you need to get up and running. (or walking if you've only got one hand to prop you up) without giving too much away.

The game itself is the closest any home computer has got to the virtual reality experience. Stunning 3D graphics really give the impression of being there, while a choice of control methods allow the player to gradually get into moving about before testing all to extremes in earnest.

Set in a sprawling Tolkein-esque city, the aim of the game is progressively regain lost family, you play a character (either human, or as dwarf or elf) who comes to town initially in search of a long-lost relative. On your travels, however, you soon discover that locating the missing member of your family is not going to be easy, in the past, Plagues have broken out, always with hideously fatiguing effects of every description. This leaves demands creation at every turn. First off, though, you'd better find a bed for the night.

Work, rest and play!

Adding to the 'real-life' factor, the player must ensure their character has enough to eat and drink on a daily basis, as well as collecting an adequate amount of cash to feed and hungry adventurer does not a Great Worker make! A multitude of features are needed

around the enormous city, but the easiest to shop around. Princesses vary unmercifully in colour, build & looks in case there's sex and all that.

Generally, the aim of the game is to remain alive for as long as possible — not too difficult if you're powerful — but the long-term challenge can involve almost anything. You'll find people who offer rewards for certain tasks, for example, which you can accomplish with complete稚气. In many unpredictable games, and the search for your cousin rapidly looks like turning into a wild goose chase of epic proportions.

It's even possible (essential!) to join various guilds and temples, once you've successfully completed a given task and handed over the required cash, all kinds of bonuses are associated with fighting for the necessary guild, awaiting for the likes of a sword, shield and...

Well, I'm nearly out of words here, and still don't feel I've really scratched the surface. What about these graphics (surrounding), sound (improving), the underground (feeling the city (dangerous but rewarding) and city militia (the*****)? One thing I must point out, though, is this: if you're only a simple floppy drive it can be very tedious, and hard-drive installation highly recommended.

TIP TIME: Don't hang about in one place — you'll be looked up for looting!



■ Design your own characters (or your dream woman) (Advanced); Building guards is not a career idea (Beginner)



■ There are loads of NPCs around, but many of them look and play very similarly. Part of *Legends Of Valour*'s attraction is that it breaks the mould. If I start the 3D graphics are extraordinary. At first it seems like you're walking between your field of view's so restricted, but once you get used to this, you begin to really appreciate the immense detail in the buildings, trees and characters who move around. Particularly impressive (and unique, in my knowledge) is the ability to look through windows to see what's inside a house — though too much of this can get you arrested. Another of my favourite features is the way you can insult people eg. You're the child of a diseased bab!

Undoubtedly the game's greatest asset however is its open-ended nature. Although you're searching for your cousin you're constantly sidetracked by various subquests as you explore the vast city, doing odd jobs to earn cash. The latter can be spent on food, accommodation and of course, alcohol — drink enough and the vein goes all weird! The freedom to find your own way through the game, rather than having set objectives, is something really special. It's like mapping into another world. ■



RICH PICKINGS

SPACE CRUSADE - THE VOYAGE BEYOND

Gremlin, £14.99

The third edition adds a new dimension to the original Space Crusade. For those of you not in the know, the idea is a conversion of a futuristic boardgame-playing game. Although the Games Workshop-produced board game has its fans, you've got to admit that missing the necessary calculations, strategy becomes a little tedious, and that's where this computer version comes in handy. With a series of missions to complete, you'll juggle stats and strategy, testing your wits with the computer and (if you have any) friends, with a view to achieving the mission objectives.

A series of actions is displayed in the lower screen section, and each can usually be performed with a tap. With these you can locate and destroy assistants, as well as make your way around the various target maps. Once you've moved the free float, you engage your turn, and pass control to the next player.

Combat will involve setting a weapon along a corridor or firebombing a cockpit or head-to-head assault. Results are calculated using dice rolls, with attacking and defending scores increasing the outcome. As a rule, most characters can only receive one hit before death. More powerful individuals (such as your own Commanders or the fascists) Draughtsmen can sustain more. As you can imagine, the more powerful the weapon used, the more lethal the result — and the higher the probability of an otherwise hit being scored.

Missions are complicated further with the addition of random events. These are calculated and implemented during the computer's turn, and could have devastating effects in certain situations. For example, a booby trap could be triggered, a gun could become jammed or occasionally past terrain could be traversed. A particularly good example of this is the remote controls that allow you to remote link opening and closing of doors in the computer. This can be quite hairy, as the open step for instance, and it's possible to damage your assistants, should they be stupid

“ Levels that I find distressingly similar to their predecessors.”



At Above: Designer Mark Kershaw designs an atomic bathrobe leap — just look at those workers there!



Through the Use of 3D Animation

Gremlin's graphics

Unusually, Space Crusade was good enough to look at, with the option of viewing events in monochrome 3-D or nice 3D. However, at the end of the day I left the game a little bored, with random deaths leading to frustration. After the classic Laser Squid, which required precision skill and timing while remaining really interesting, I expected a little more from strategy games.

Space Crusade's photographic-based simulated control method isn't bad, and the extra features that have been added have done little to cover me. The new levels may I find

distressingly similar to their predecessors! I am not when I call an improvement. Granted, they're incorporated a few changes including some new weapons and aliens, and the graphics have been tweaked a little, but who cares — isn't the price a little much for an add-on? You can buy longer games for less, and I'd advise you just that. Only consider this if the original will get you for money here, though — non-Space Crusade owners get a slightly better deal than a pack containing the original and this extra-levels disk for £20.99.

TIP TIME! Put the guys with the heavier weapons to the front line and the (they don't move very fast), so the other devils don't get in the way.



FLAMER



PREFLIGHT MENU SELECTED

The best board-game conversions out had just got better. Gremlin's Space Crusade was a welcome breath of fresh air when it arrived on the Amiga almost a year ago (and you I have played Laser Squid) and now lots of the tactical mega-blast have the option of hacking in, new missions. Released as an add-on it's a solid stone product encompassing the original game plus the expansion disk, and as a later bonus, add-on those who needed it when it made its dynamic debut can have the best of both worlds. I can't help thinking though that this or the expansion disk alone is a bit silly.

So what's new? Well the graphics have been refined slightly — there is more color in general, but most of it is the 3-D view only, and new monitors/weapons have been included. Thankfully for us all, long distances of the original previously saved Commanders can be deployed to blow the south outta anything that moves in the intergalactic, and the game's gets atmospheric playability has been fully retained. The new missions have been decently assembled to provide the maximum challenge, and anyone who's got anywhere near completing the original 12 levels, shouldn't hesitate.



WING COMMANDER

**Origin/
Mindscape,
£34.99**

After Wing Commander's well-packaged and presented set or the action-shoots-and-blastests, I was hoping for quite a lot. Play-test graphics, a host of ships to pilot and varied missions to fly... there was even a strategy section set pieces battles and has to co-operate with your wingmen. Can you believe that? A whole science-fiction game with nothing but strategy and assistance? While in the spur of your enthusiasm as a computer games reviewer?

With a great deal of inspiration, I cracked up the code and waded through the film-like presentation. Although it's not too smooth or speedy, you can pretend not to notice — it's the parts that matters, after all.

You're a pilot for the Tzenor space fleet, aiming at keeping the re-unifying Kellon alive at bay. The game begins with you at fairly one position in the fleet's hierarchy, but by completing missions you begin to climb the ranks. A successful battle would be one that you returned alive from, having fulfilled the objectives (assaulting a carrier craft, an patrol, or leading an offensive strike). With promotion you can begin to use more powerful weapons with better armaments — be they missiles, lasers, Newton guns... there really are a lot of them, you know.

All five assault-missions, Wing Commander gives you a computer-controlled opponent to combat contact. Should an alien threat close in with uninvited intents, you can either let your

66
**Atmosphere
is something
Wing Commander
has in bucket-
loads**

AI minders give you covering fire, drawing your cover to take potshots at assailants, or allow him to otherwise destroy in advance, leaving you free to attack, but avoiding your provided attack capability.

The mission itself the virtue of keeping your wingman close in certain situations, and game-handy hints on the various attack paths as well as noting the scene. Atmosphere is something Wing Commander has in bucket loads — and it's enhanced even further by a soundtrack that follows the action. While (nearly) everything that the mission details is present, I wasn't expecting it to be so nice. Not only is it graphically elegant, but movement and functions are also hampered by the fact that they happen in few seconds after you selected them to. This makes the action a little tiring.

The advanced mission prendre (as well as the weapons systems and whenever helpful) stop Commander being a total no-nonsense, but when you think about little like the 3D space chess of yesterday you begin to wonder.

If you can take the cockpit-like pace and response, you'll be as happy as an immune subscriber of a Miss Loyalty Luge competition. If you like your action fast and frantic, on the other hand, you're advised to look somewhere else — because you're not A1200 owner. Take it easy, Shrine.

A1200-ONLY VERSION

Having had in our old blast on Wing Commander on the office Amiga I can't honestly say that I was clearly impressed. Graphically speaking (in places) it may well be, but the jerky unresponsive flight controls left I thought much to be desired.

On slinging it into the floppy drive of my home-based A1200, however, the game's enormous appeal was suddenly unleashed. The ray-traced, brimmed graphics suddenly launch themselves into a league of their own and while I'm still finding the who's in control method a bit weird (for an air-style flight system and radar), the double fast-slow update of last disc easily with the cushiony death syndrome prevalent on the 16-bit machines — having an unassisted option before you with no time to lose doesn't appear to be in seriously fine form. Fortunately one 32-bit version won't have to suffer.

All in all, I wouldn't hesitate to recommend this game to owners of the A1200 and, while the mouse-style element still remains undoubtedly compelling in the game's 16-bit incarnation, I would point out that it's the robust flying and fighting which provide Wing Commander with its appeal and these elements are easily holding on the slower machines.

THE MISSION Don't position yourself head-on — you'll find it much easier to get behind them and use your blaster function to keep close. Fly as will



RICH PICKINGS

Yes, we know these four Ocean games have been in the shops for a while now. Trouble is, we previously had difficulty obtaining review copies. But now we've got 'em, we thought we'd better do a quick roundup — especially for those who never buy a game until they've read the AMIGA FORCE review first!

■ Ocean, £25.99

While the most animated entry of a cartoon Kim Possible dancing precociously had the whole office laughing over the monitor, it's all downhil from there.

'Trying to convert the flimsy plot into a game was never going to be easy,' Jack Davies, an artistic consultant, invented an alternative animated reality called Cool World, populated by Doodlers, including the delectable Hoff World (Kim Possible). Of course, this imaginary world connects to the real and the Doodlers use vehicles to visit the real world and track down various dastards. The increase in drama is nothing compared to the instability caused in the cosmic balance, threatening the very existence of the universe.

Not bad for what you will, but Ocean came up with a very dull platform shoot-em-up. You play the puffed-up Hunter, who must use the various weapons to rid the two worlds, retrieving alien objects from the Cool Zone and, in reality, creating cheeses and sucking the resulting latex bodies into a pipe. Then many Doodlers are created, sending too many snakes objects in Cool World, and it's lost. It turned out to be a below-average offering and as you

COOL WORLD



try to survive for the required amount of time, the 10 levels get gradually harder, but all play identically.

The one aspect you'd have thought could have been well implemented would be those cartoon characters, but their graphics are inexplicably poor. You're first presented with a radio-hopping mass of snakes populated with badly animated species. You want about the latter to reveal colour; collect enough of these and you can enter the door to real infectious level. Ridiculously unreal.



This finale continues against each of the three bosses, before repeating the process in another dimension. There's also a two-player mode, but with such little skill involved it hardly needs improvement.

If you thought loony licences were a thing of the past, think again. This is an insult to the good name of the WWF — and that's saying something!

WWF EUROPEAN RAMPAGE TOUR

■ Ocean, £25.99

If you thought real-life wrestling was crap, you won't believe anything you choose. The first three games were pretty close with all of arm-wrestling, boy-on-boy wrangling, but it looks like a masterpiece compared to European Rampage.

It's a poor form start to finish. The presentation's unspectacular but even any pre-match heating, while graphics still suffer a dodgy pseudo-3D effect with a lot too low resolution, why didn't they retain the original game's simple and small, poorly animated art style? What's all, graphics? In about as exciting as watching the entire season of *Catfish*. And one thing: Boy, is it hideous.

Your wrestler can perform flying kicks, dives, rolls, holds, and throws. That's it, the computer opponents don't think that most consciousness isn't required. All you have to do is stand in the corner and keep pushing you. After repeatedly trying to get behind you, your stupid opponent walks straight into your head and body, then hits out the floor when you start stamping on his head. Bunker rolls, by the way, bring a corner-post, when often the other wrestler will go charging into it and fall flat on his face! The only thing the computer can do is sit in a pool of it, legging their partner when low on energy. Still, it doesn't last long before they're both so tired that you can pin one down for the required three seconds and win the bout.



LETHAL WEAPON

■ Ocean, £25.99

Why the first two titles didn't square their own computer license is a complete mystery, but *Cyber* appears apparently less ambiguous than these misers. Sadly, there's the two-player mode, you must choose between Piggie or Moustache. However, at least the two characters are different in ability as well as appearance. Piggie is better at sheathed combat, while Moustache pack more firepower.

The action leaves the same form on each of four missions (you can play the first three in any order), in a multidirectionally scrolling platform sheet-up, with your assailants

character running and jumping along, shooting at you/yourself using either white looking for evidence. However, (collectable) ammos are short supply, so the ability to kick heads off after they've come in useful. It seems like much closer fighting is required, but it's also take you higher. The hero can even swim under water in the harbour — but watch out for peeling sharks!

It's not the most innovative of concepts, but the basic game play is designed so that you always want to get just that bit further. On the other hand, if you do get frustrated you can always try another mission.

If it weren't next-thinly or special enough to be a true blockbuster but *Lethal Weapon* is an enjoyable romp.

DOS



■ Above: hectic platform sheet-up action in *Ocean's Lethal Weapon*. Below: more hectic platform sheet-up action in *Lethal Weapon*

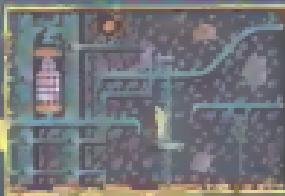
DOS



DOS



■ Platforms, lifts, gates and buttons — nothing more but beautifully implemented.



ROBOSPORT

■ Ocean, £25.99

Wanting to be the thinking man's *Robot*, *Robosport* is actually more of a *Robot* game than the rest of Ocean Squared. Where the latter excelled in user-friendliness, though, *Robosport* is very likely to get into. You use, instead of simply taking turns to move your troops (thus, they're robot around), you must program all their moves, wait for your opponents (up to four other-player players) to run programs to do the same, then see what happens by playing

the 'movie' of all the other simultaneous movements.

While this is more realistic than simply taking turns, it leaves drama to the minimum. For instance, if you have to fire directly at targets — instead, you have to fit the choices of the multidirectionally scrolling map, and hope you hit something! Similarly, there's a 'look & fire' function which enables your robot to automatically fire at any enemy entering the line of sight (as in *Laser Squad*). Given so, there's a lack of satisfaction in not having them set control at your will and movement — writing a series of pre-programmed movements doesn't have quite the same immediacy. And multi-player games suffer from the classic boredom during your opponents' turn spectating.

Robosport isn't a bad game. Most impressive is its host of options, including five different modes (the classic), formations learning, the types of robots on each team, four team species, three battle arenas and plenty of sub-subs to load added. Be warned, though: you're likely to take a lot of time before getting to grips with it.



■ Awkward to get to grips with, and frustrating when you do, this laser-driven blasterfest could (and should) have been a lot more fun to play.

DOS



THE DREAM TEAM

Ocean, £25.99



A Above: Start with a bit of walking in this mutation to gather the four new abilities: Strength, Speed, Strength, Teleportation. **Below:** More great Mutants.



drive big licence in one package? It could be a nightmare... or something frighteningly fun.

The package adds on to a moderately good start with *Mutants* and *The Game*. *Mutants*, incidentally, have arrived in Earth's home town of Los Angeles, and are attempting to take over the world with a special super-meson. However, they've still got to collect all the various elements needed to assemble it (varying from hairs to purple objects and random noise). The only way they can be stopped is for them to find the necessary bone.

Space Mutants isn't the best game I've ever played, but it's easy platform action physics moderately comparable for a while. The problem is that the game's a little too interesting for its own good, and you eventually wonder why you bothered (and then subsequently don't). To enjoy this folly, you'd need the patience of a saint and nerves of



TERMINATOR 2
JUDGEMENT DAY
DOOMSDAY

THE GAME OF LIFE

WHAT DO YOU GET when you've got a budget price, a budgeted budget, and a budgeted budget? That's right, a budgeted budget that's particularly wonderful. For a start, it makes you feel slightly edgy, knowing no winning bonus is a simple matter of how fast you can wiggle, and how long you can keep it up. By the time you reach the final level or third round, your arms are so tired that you really don't feel like carrying on, and the only thing that could possibly drive you up in to the next

programmes button with burning impatience. Besides, even the best games never seem to improve much. As it's already said, it's more of a test of strength for both you and your system than an opportunity for passing off. *WWF* was far better on the 8-bit machines, where such tested gameplay can just about be endured.

The last game on the pack just happens to be the terminally mediocre *Terminator 2*. I've already had to review this once this month, and I'll do it again if I'm going to do it again. Look to page 29 (and the budget review) for an infinitely more detailed account, and draw your conclusions from that...

As for the *Terminator* series, need I say more?



SUPERFIGHTER

Ocean, £25.99

After *Street Fighter II* my attitude towards other Amiga beat 'em-ups has been a little negative. The Superfighter compilation hasn't done a great deal to alter that.

Superfighter (reviewed in its budget incarnation last month) is an exceedingly violent rehash of an *Street Fighter* rip-off. With a load of pleasant opponents to fight and furniture to smash them round the head with, it really is a great way to pass the time. The action gets even hotter when a friend joins in, as the two on-screen battles are almost as much fun as the occasional "Grudge Match" where you're actually encouraged to assault your adversary with even the threat, the not-as-good-as *Street Fighter II*, but the comedy is far less jaded and irritating than the *CHIC*'s version.

WWF? *WWE: Mayhem*? You already appeared on a compilation this month. If I wasn't much of a fan, and was possibly enough of a snob

to actually buy *Superfighter*, the less said the better. I feel

Not worth fighting for

Final Fighter is just one up in the classic Double Dragon/Turbo/Renegade mould. Taking the sum of one of three characters you've got to plough through whilst trying to save (depending on which character you've chosen) your girlfriend, daughter or friend.

What it fails to do is offer a short while you've become aware of some rather odd fighting inadequacies. For example, the game tends to stop in the middle of the action and ask you to change sides. I don't know why this happens. I just know that it DOES and it's VERY ANNOYING! The control responses seem a little off on the sluggish side too, and there's no feeling of weight during the movements. It's not what you'd call a terrible game, but I have seen a lot better.

If you want a decent beat 'em-up, *Aladdin* and *King Kong* *Fighter II*. If you can't afford that, get *Pit Fighter* on budget.



Above: *Mayhem* is for sped passengers on this rock 'n' roll rollercoaster... but it doesn't compare many miles in the other 'quility' golf. (Courtesy Direct) — Eds.



BIG BOX 2

■ Beau Jolly,
£29.99

Compilations are often cited as an excuse to make money from inferior game-catalogues, but occasionally a company will buy software from other producers and come up with something special. At this point, certain philosophical differences spring to mind, such as do anti-social games get condemned by an audience? Did Archimedes get into the bath? His wife said "urk?" and... will Big Box 2, with its ten titles, fit into the above mentioned "Nosey" category?

At Type is an exceptionally good start to a compilation. This classical coin-op conversion does have its fair share of color-coded areas, perhaps looking a little dated, but I still maintain it's one of the most enjoyable and interesting shoot-em-ups available. One of the more impressive features is the wealth of colorful power-ups — they're as useful as they are powerful, something I'd say is lacking in so many otherwise great games. Possibly the only criticism I've got about the being included in this is that most people will already own a copy, as it's been released on other compilations, as well as full price and budget.

Shanghai is a new one on me. It's a puzzle game requiring the player to move his carefully detonate bombs on destructible tiles. Careful thought is needed to do this, and it's all up against a tight time limit. It's a simple concept that's surprisingly thought-provoking to be a worthwhile addition.

It's another classic, but looks a tad bit compromised with more recent add-ons — especially Street Fighter II. Taking the standard one-on-one fighting theme, it injects

an innovative twist: an additional character for three-camera fights (with one or two humans participating). You can be battling away with the one opponent, only to have the other sneak up and kick your behind through your nose. As if that wasn't enough, there's also a couple of interesting sub-games that break up the beatings, and give you the opportunity to accrue extra points.

However, this is one of those unusual Amiga games that worked better on the C64. Strange as it may seem, it's a 8-bit counterpart had more mathematically derived characters (the Amiga version look too chunky) and gave a greater feeling of weight behind the various moves.

And the rest...

You may be noticing that it's getting to the end of the review, and I still haven't covered the other games included in the pack. Well, basically they're not really worth the space. *The Real Ghostbusters* is a poor crosshair-view shooter, ending up a combination of the dull coin-op title *Defenders Of The Earth*. It's a half-street-eye-scrolling shooter after with nice graphics but an abysmal lack of

gameplay. *Shanghai* is a boring tile-oriented puzzle game that's decidedly inferior to *Handle With Care* and *The Throne Of The Phoenix* is a joy to all non-hard disk owners. *Adventurer*, an instant classic game (not a patch on the C64 version) and *Blank To The Future* is a curious mix of inspired role-games. Finally, *Fly-Sports Festival* isn't bad, but will totally dominate anyone but serious golfers here.

So, just one intake of breath, then you have it. *The Real Ghostbusters* is hardly the greatest compilation around, and only worth the cash if you haven't got the first three games.

■ A couple of classics rule shoulders with some slightly less great games litter in this packed package.



RICH PICKINGS



■ *Type* & *Type II* is probably the best game on the collection. *Adventurer* & *Blank To The Future* not bad either. *Blank To The Real Ghostbusters* — 8-bit hell alive for gaudy Amigas.





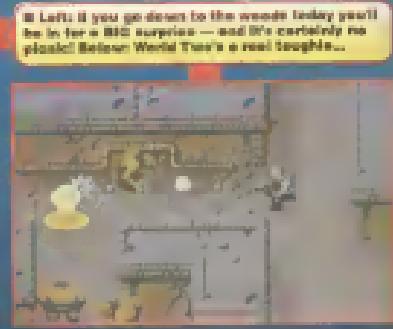
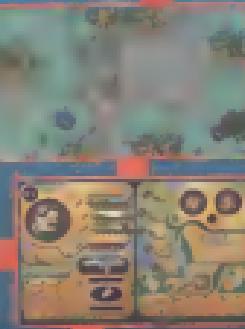
PITTRALI / DARIO REFFO

amiga FORCE



RICH KINGS

• **Rutherford Special weapons play an important part in The Chase Begins, here's a particularly funny example.**



• Left if you go down to the woods today you'll be in for a BIG surprise — and it's certainly no place! Believe Word That's a real booger...



• **Comprehensive options and stats screens keep the player updated between levels — and show how fast you're**

But, and
the man,
he's hardly
different —
these eight
days are all
that I need.
I'm in the
midst of the
workshop
now — he's
and
available. It
won't take
long before
you've heard
a few words.



too many plain-vine blasters popping with joy at the prospect. Happy I was when The Oracle became—unusually—the best game so far. Everything you'd expect from a computer game at these levels, and P&P's brilliant graphics are enough to enthrall young players. It's nice to believe that the future is bright.

is the way with one of my major bugbear in
them. Possibly I could spend all day excusing the
fact that there are more important things in the world (Sounds
autumnal). Could he mean solving the
problem? Starting to a tremendous recovery? 

10

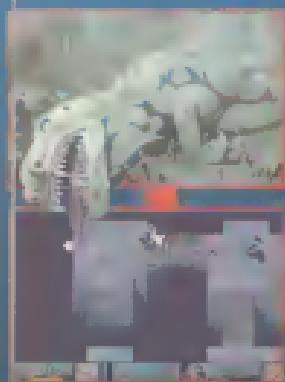
THE

Renegade, £25.99

At last! Finally a complete, dis-bugged copy of *The Bimbo Bros. Circus*. Eugene makes his office debut — we've had the demo for ages, but I am immediately pleased to present the game than that! — but all of the missing screen worth it?

You feel like *Russ Westmoreland* and this one or two player game is especially scolding, says the *String Stamp*, a quality plateaued all over it from the typically minimalist-to-
sequence-right through to the first showdown, the game costs professional painter-cham-
pionship PA, a pounding soundtrack and
sampled speech accompany the on-screen
mugmen exquisitely while the graphics
themselves are predictably bad but distinct-
ly and firmly tethering to the game's style.
The word *pause* is a graphical delight.
The controls here, though, could be

The story line has been carefully considered set in an HI-D Western Victorian period. The plot does two mercantiles if you play alone select an intelligent computer controlled character for accompanying you as you are attempting to reach the sprawling



You've got to send it to the library; their expertise are valuable.



These golden "nodes" perform a number of different functions — have they both need to be shot before the exit opens?

After the disappointment of *Maze Posse*, the Bitmap Bros are back with a bang. The Chaos Engine is easily their best game yet, simply casting quality. You choose and equip your character via attractive menus, and the full statistics she shows after every level, even incorporating the character's experience. Coupled with steady music, this sets the scene for the multi-dimensionally sloping action. The horrific backdrops are gorgous, and the characters animated in great detail — I love the shotgun's authentic pingpong action.

Thoughtful design is even more evident in the gameplay. The difficulty levels are packed tightly, enabling you to get used to the button-mashing, boulders, and the process of shooting nodes and collecting keys, before the action really heats up. And doesn't it just! With two players, you must really co-operate well to move off swimming armless, covering each others backs all the way. At the same time, glued together in order collecting the cash, food and special weapons. And far once the solo mode is just as engrossing; that is the addition of a computer-controlled AI that mimics who behaves extraordinarily intelligently. Combining stunning programming and excellent game design, The Chaos Engine is a true masterpiece. ■



CHAOS ENGINE

agents of the tile. Deceived by you (possibly) a pretty professor, the machine is hopelessly out of control and is driving all manner of weird and wicked monsters into the surrounding environment.

It is the law of hard facts and not any perverse sense of ecological consciousness that drives the gun-hand Moleman (occasionally with robes over) onwards through There are six anti-life flip-flops to choose from, each differing in a number of areas: the character's Skill rating, damage when hit, how special weapons abilities may be used. Likewise, in bloody obvious terms, you run out you're obviously dead. Speed indicates how quickly you can leg it away from particularly insidious critters, and Weaken only affects the computer-controlled player in one-player mode (the higher his rating, the more enemies he's likely to annihilate and the less hits he's likely to take).

So what really sets The Chaos Engine apart from the crowd is the sheer playability of the thing. The careful working out of learning curves is something that's still too often absent in software nowadays, but that's certainly not the case here. The instructions give only enough information for the player to get up and running (mostly anyway), the game's strategy chapters take care of any further education.

Also, the way that the levels have been designed is frankly brilliant. The difficulty level climbs, ever higher as progress is made, of course enabling just that little bit further to be reached each go. All this combined is provide a very intense game — I was up till gone three this morning having just one more go!

Other little quirks that genuinely add to the pleasure of playing include the fact that every monster leaves something behind (it's usually just cash, but often power-ups, keys and special weapons are discovered). This last alone introduces a huge element of

competitive spirit to accompany the co-operative angle — sure, it's your buddy and naturally you'll defend him until against attack... but if you can score more cash than he does it'll be your reason that upgrades into a super blow-up all to take mega-cash in the game's occasional shop screen (and after every selected and beaten level).

Intelligent adversaries also add to the fun — having reason for a minute and then it's gone (especially if you run away) they give shade.

Anyway, look, it's a great game? It's funny though... as although the game is certainly 3D in design, it really lacks the kick to the good old days... when games often required just a handful of hefty decisions and seemed to engage the player to a higher degree. But it



Only looks rash in. Take your time, gradually scotching the play area to reveal the real live boulders. Don't start from moving on — running past them is not recommended as they'll follow you. Also, make sure to buy the next issue of *Amiga Power* for some stunning Chaos Engine maps and tips that'll knock you out! ■

Apart from the tacky graphics and superior

AWAY

writing to obtain it.

We wait for a hopeful reply.

Mrs. Jeanne Deasy, Milwaukee, North Dakota

Dear Jane, here is the deal. Telesyway Thomas is being threatened by a company called DMR, who releases their products under the banner of Global Software. The game and have been in the shape for a few months by the time you send this so it's altogether possible that you may have bought it if you're still having trouble though. Didn't even know what their distributor would be so I had to supply you with a copy. Give me a ring on (206) 662-0206 for further details.
Steve

INTEREST RATES

Dear Steve,

Thank God there is finally a magazine that is completely devoted to games! I must admit, AMIGA FORCE is a great mag — no puns don't mind a up in load of technical crap or advertisements. And by the way, what the hell is "color" in the newest issue? SOT!

I really think that AMIGA FORCE needs to give a percentage back to each game. It would give a place where to go to whether this advertisement or not. If A FORCE had this system I would give it 100%.

I wish you all the best of luck in the future.

SWIVEL HIPS

Hello good day and yippee!

I am soon going to be a new AMIGA owner and was looking at your magazine (very interesting) when I came across the Police Nine Line section. I read the first letter with the two questions, but when I came to question three and it just... When will software companies make games like Star's compatible with the Amiga? I was disappointed, because I was going to buy an Amiga 500 so I could play Swan Song. I rang up The Swan Curve to make sure, but they told me it was not for the Amiga so I would just have to wait until Foster, and say that maybe there's something wrong with his info?

Hugs Williamson, Bexley, London

■ Do you know that Swan song announced to have mixed for Amiga 4000? (The Swan Curve) I subsequently denied this but when you look at the game — especially the way some of the sprites assemble themselves — it's easy to believe them.

Anway, dear gods and little gods, you're right. Swan will run on the Amiga, but not on EVERY COMPUTER! By before you buy for sure compatibility, and if you're ordering the game (one of my all-time favorite games), by the way, though it is multi-computer, make sure you're compatible which machine you can.

Steve

and you sure that AMIGA FORCE will be a big hit.

Brendan O' Callaghan, Thetford, Norfolk

I thought your reply to a letter entitled "Glowing of shaftfield was a real beauty — I was laughing for absolute minutes when I read it up!"

■ Now to hear from you, Brendan, hasn't what you want to know. Pollock are basically creators which are usually issued to the computer via a special cartridge (in David Braben's Action Replay 4000). Clever dobs can actually send using a card by writing their own routines, but this is mind bogglingly complicated, there's not even the Action Replay! We find pollock inserted when playing games for the reviews, so it gives us a clue as to more of the game — usually Amiga 4000, relating to a given game's graphics or what the game has to offer. When the pollock does to change certain values in the game's code. For example, say a game gives the player three lives to start, well somewhere in the code a line will appear instructing the computer to ensure that only three lives are ever available at the start of a new game. With the clever pollock inserted into the programme the value can be changed to practically anything you like, so this isn't built into the question. They also work with nearly anything that has a definite value — names, address, sound bytes etc. The one problem, though, is that Commodore neglected to include a cartridge port on the A500, so users of the out-down method can't utilize them. Sorry! If you own an Amiga with a port and want further details on David's Action Replay, give me a ring on (0753) 744707.

And as far as rating games goes, see the reader survey for details on how to make your feelings known ... Steve

HOLIDAY READING

Dear Sirs

I am writing to say thanks for a good mag. I got hold of the last issue when I was on holiday, and to see an Amiga mag with no cover disk for £1.99 is very good. Also, please keep the Cut-Out 'n' Chat section — I like it, and it's a neat thing for a computer magazine.

Also, please could you let me know when I have to look out for the next issue because the first one had "Autumn/Winter 1992" on the cover.

I am a 50-year-old classical pianist and I like to get all types of Amiga mags. The ones I get and have are Forum and Power and, what I do is, get the Home tips and reviews from the mags and put them on to a database. Then if anybody wants one piece, I'll just access the database and print out the lot of Amiga mags.

J.M. Pfeiffer, Mansfield, Massachusetts

■ Thanks, J.M. It's always nice to hear from a fan. By the way, any chance of your phone number? We could do with someone to fix database such as yourself (especially for the Tips line at the end of this column). Steve

TIPS BITS

Most adults that wing their way to our leisure offices, doesn't have at least one game request on hand, whilst many among the teenagers and youngsters, this is where they end up. We haven't played every Amiga game in its collection, students, I'll say that. But you can tell your teacher about for just you, because if you're worth that name, otherwise, no. If you could be specific, this isn't for full solutions, but if you can help us in, You won't win any ring but we can personally guarantee good donations to a worthy place in Africa, however if they supply the answer to those hard 'trophies'.

■ I am writing in because on Silly July I could get past the first level on Treadmill Pier (I'm not sure where this comes from) but got stuck in level 10. I think it's hard because I'm trying to get over results.

Tim Budd, Chilvers, Rd., Ryde, Isle of Wight

■ I would be most grateful if you could tell me any checks or security on how to complete Climbing April, Firm And Set.

Robert W. Laprade, Beaumont, Beaumont

■ I wonder if you can help me with a number of things, because I can't get past the third level of Magic Pudding and I'm completely fascinated on Fantasy World Clay. I've thrown the two rocks in the water at the broken bridge, but I can't move it to the other side.

Andy Ash, Midsomer Norton, Somerset

■ On International Ice Hockey the sheet is thin, while you argue a goal, using graphics P1 and you will be awarded about 30 points. Also on CD where you get past the smelly and you go up the ladder and jump onto the stuff beside the ground where you stand. Then you will be in a place with trees and path. If you want to those you go into a world box and you will be back on the ground.

Briony Conn, Buryport, Weymouth

■ In Computer Quest by Catalyst I can partly the castle but I get stuck on it. Is there somebody out there who can help us?

Also, in Part II in The Space Masters can anyone tell me how to get the Power of Jetman Springer on the first level?

Brendan O' Callaghan, Thetford, Norfolk

The Public Domain scene is always full of surprises — most of them welcome! Wading through the sea of value-for-money games this month, JAMES PRICE discovered some priceless games and an excellent utility to make your A600/1200 much more compatible with old Amiga software...



POM POM GUNNER

■ Boot-up PD

Miniscreen shoot-em-ups have been popular for a fair few years now.

Miniscreen patchwork has also been around for a bit, and it's curious that a game should pop up that incorporates the two.

After the surprising Good News America statement on the title screen, I expected little. After all, if a programmer is talented enough to



GOING PUBLIC

DOWNHILL CHALLENGE

■ Boot-up PD

It's always hard to tell what's going on in the game, but today we've got a little permission to muck around in freezing conditions, waiting to hurt yourself down a slope at breakneck speeds only to embed yourself in a nearby tree in not my idea of a good time.

However, Downhill Challenge is a worthwhile way to pass the time without the usual coding, noise-making movements of its subject sport. Controlling your man down the gradients in a single column of racing info and rights would let the uncoordinated player in on an exhilarating ride. Crashing into obstacles such as trees and acoustic cables results in the inter-tumoring to the ground with a terrible lack of grace (and not a dry eye in the house, I'm sure).

All in all, Downhill Challenge is an impressive PD outing. I can't promise that you'll play it like the small peers, but there's enough to keep you happy for an hour or two at least.



DOWNHILL CHALLENGE

H. D. B. B. B.

TOWER HILL

■ Boot Up

Tower Hill adventures tend to be rather limited. It's no infusing typing commands in only to be unanswered with "You can't do that." Perhaps this is why some adventures often work better than others. Tower Hill is no exception, resulting in a minimum of fun and bother.

TBAG GAMES DISK 01

(1) Disk)

■ Roberta Smith

BTP

Going, this compilation's been around for a bit now, but new Amiga owners deserve to hear about it, don't you think?



Maze Coop is a (as you'd expect) an Amiga version of the old arcade classic. Defeating pillars from a ferocious number of levels has never been so much fun and it's a well programmed tribute that does the original game justice only having one minor flaw to comment on — big.

With another PD incarnation of an old game this time the subject matter is G.I. Joe. For those of you who've never seen



QUADRIX/ TUMBLER STREET ■ Break-up PD

Turn by far the best puzzle game to ever be based on any computer format, bodily. Its successor *Winkles* wasn't half as addictive.

Quadrax is a variation on *Winkles*. It uses the same four-sided units.



The object, the name involves filling the space with blocks while avoiding needles traversing the lines. *Confused?* Don't worry, it's a single concept which plays well — although I've seen other superior versions before now.

Crossword is a puzzle game based upon the TV series of *Playaway*. Across the screen is a grid of letters.

clicking on any reveals its hidden picture, and the idea is to match the pictures to draw the word across or across the lines. If you get a correct pair, you are given the opportunity to guess the word, until you finally get it right or run out of tries. As simple as *Monopoly*, and surprisingly enjoyable.

Consequently, an interesting little game.

Bearax is VERY strange, as the attempt at creating pseudo-intelligent responses to sentences (sped into the Amiga, this is, in fact, a pseudoplayer) who invites you to tell her your problems. After getting the Amiga to come to terms of every imaginable complaint and insult, we all dutifully type them in only to be confronted with polite incomprehension. As we all know, new friends are hard and clever (99% of them) and can recognize those, it must be a bit thick.

Reaper is a great little puzzle-game to be played against either the computer or a friend. On the 4 x 4 board of squares, the idea is to swap your pieces to either (A) get to the other side of the square, or (B) beat all your opponents pieces. It's like a real chess version of checkers, but with seven skill levels. It's a really fun challenge

into which the four shapes, but this time they're in three dimensions. So to them in the appropriate spaces, you have to use the numbered keypad to move them. Once your piece is facing in the right direction, you can use the cursor keys to position it correctly for the shot.

Whereas I disliked *Winkles* with a passion, *Quadrax* is more like than a staircase full of introduced monkeys. The extra dimension really does add an extra dimension — if you see what I mean — and the difficulty level is pitched on the right side of *Moby*. This bit of software for Amiga owners, though, you bought, won't.

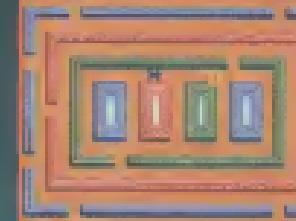
Tumblet (Brewer) is a simple concept implemented with style. You digitize how many times round around it's tumbling button. You have to watch his juggling carefully and pick the number with the ball track.

This is made a little more interesting by the

Tower Hall is an icon-driven adventure on Locomotives, with a familiar mythical theme. All the necessary icons are displayed on a single screen, with a central box graphically depicting the room position, within a box at the bottom tells you about it. Following this more info and solving puzzles is great, however for the decidedly bucket price you'd be fool to miss it.



Everyone is lost in my garage, and *Steak*, *Scampi*, and *Poach* Bear are three computerized waiters. Each one comes with three difficulty levels, and I daresay anyone to save *Beefy Caesar* on the heated setting — it's not possible. Fine care



Steaks is an interesting one-on-one clash, played either against the computer or a friend. Sparring around the masses, you have to use

PUBLIC DOMAIN



addition of beer, which can be increased or reduced, depending how confident you are. Lots of money can be lost this way, but you even get the satisfaction for the ultimate win and taking your staffs and posting it on your pictures!



but the opposition by using the rocks lined to the feet of your bar, while avoiding his. It's all very simple, but addictive — especially with two players.



Sally, *Monkies* and *XP-Pal* apparently produced cross-platforms of such high quality. *Monkies* is a fun, friendly one-player scroll game, and *Sally* becomes the *PlayStation* meets *Macintosh* programme!

Overall, however, this is one of the best packages of Amiga games available, worth getting for *Winkles*, *Commando*, alone, and for the 40 you certainly can't complain.

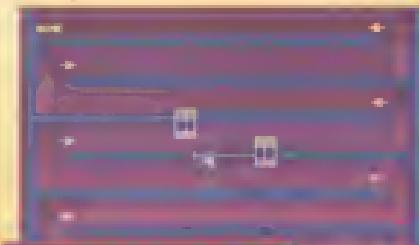
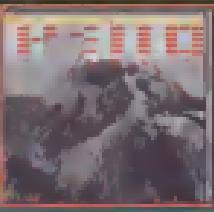


ELEVATION

#17-65

Elevation is a particularly simple (if frustrating) game that deserves a mention because it's so much fun. All you have to do is get to the top of each screen using the assorted platforms and ladders while avoiding enemies (though why? Well just sit at first, but soon gets fairly mindless stuff).

The graphics and sound both serve their purpose well enough, and even though it's not trying to astonish you, *Elevation* is certainly worth a quick check.

**THE VIKING SAGA**

#17-66

Strategy games may not be everyone's cup of moggog, but when they're as good as *The Viking Saga*, you can't go wrong. After reading I was practically

swallowed under by a deluge of options — something I anticipated — but what surprised me was how many they were to use.

Taking control of your army, you have to gain total dominance of the surrounding towns, ports and islands. However, it's not just a game of sending out troops and hoping all goes well — you have to earn them first, and to do that you have to be financially solvent.

MONEYSPINNER

#17-67



white. Spaces are viewed from above and you move your men with simple left/right/move commands. Between trading and hyper-speeding to different areas, you also engage in all manner of dogfighting — you can even destroy friendly traders and pluck their stock.

If I had to recommend just one game you must, this is it. It's the excellent graphics and gameplay rendering making more expensive commercial releases look like amateurish schoolwork to those of us.



Money Trading Games is safe on the disk, but I was inspired to see the same way a tick in the bank would. After playing around, it's a combination of fast-eliminated games that look the learning elements of the old classic. Elite, and discarded the unnecessary complexity of the original, leaving with joy.

Well, *Moneyspinner* does have a little learning element, but the arcade section is one of the most enjoyable free games in a



ESCAPEADE

E 17-20

Yet one far gone that deserved a quick mention. Look at the screenshots and you'll see it's a Mouseaction. Usually, this would be enough to fit in office software, emulators, novels, but Escapeade is one of the better ones we've seen. With power-ups, a detailed backdrop and mouse control, it scores highly on the playability scales. Come to us if you're unfamiliar with this genre and want to see what the fuss was about.

Money is acquired by opening boxes and trading goods, both of which can be captured or lost. The more of these you own, the more money you get — and the more equipment you can supply to your workers.

Start by no means an epic, but there's an addictive sense of destination and it's a perfect option for those who don't want to be bogged down by complex instructions and rules. It also has the absolute honour of being free.



OBLIVION

E 17-20

A lot of PD games seem to be released as representations of just 8-bit or arcade games. However, that's not an especially bad thing — doubly so when Oblivion's concerned. We've seen a few Zeppelin games before now, the most noteworthy being Jervis' Software's *Zeppelin*. It's been done both the basic formula and revisited it a bit, proving only to write a totally unique plot and give the game a solid single-player. Oblivion isn't quite that type; it should have been that, but it's roughly the second plane because it's a bit more unpredictable. If you've never heard of Oblivion, you've been missing something special. One of the original Williams codigos, it places the hero in the seat of a lone spaceship. The idea was to fly left and right, destroying the aliens trying to kidnap people on the ground. It's neatly managed to carry a mission to the top of the screen, it seems like a total mission that justly destroyed you in less

17 BIT SOFTWARE

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£7.99 each for DL529 per disk, copy with an additional £5.00 to cover postage and packaging. They also do special offers for large orders. Hurrah!

KICK 1.3

E 17-20

All you Amstrad and A1200 owners know incompatibility can be a nightmare. If you've upgraded to the above mentioned and have old software that doesn't work, or ordered PD that refuses to load, Kick 1.3 is the disk for you.

Essentially, it's a 'bootloader', making the computer ignore all hardware additions and use the basic elements that previous Amiga, Amstrad, 17-Bit require that 70% of incompatible software will work after installing this marvel (by simply booting it up before starting your game disk). What more can you say?

Ghostrider
of
SlipStream
Pre-Sort 5
KickStart
1.3

Second last. As the game is set in a loop, a scanner was thoughtfully provided to view the human and alien positions, making life easier. After all, you can't be everywhere at once, can you?

Oblivion takes all the interesting elements from its parent game and improves them, giving huge improvements to the game-hunting masses and additional updates according to the disengaged. I can't see how anyone would fail to enjoy this amazingly vicious and fast game. Miss it at your peril.



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copy PD is rather a find.
Well, if you ask me.

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didn't charge a mere £1 for disk 8?
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being the price of the integral? They did,
you know. And they do.

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that just
about wraps it
all up for this
month. If you
run your own
PD library, feel
free to send disks
in for evaluation.
We've always got
the time to look,

and we're not
going to say nasty
things — if we
don't like
the game, we
won't give it
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you next
month...

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Our Price have always been the right people to go to if you're looking for listening and viewing material. Well now you can watch the video, listen to the soundtrack, wear the T shirt — and play the video game! Yep, Our Price have finally made the decision to stock computer software (including Amiga titles) and to celebrate they're giving some rather decent prizes to those clever enough to answer the following three questions:

Who recently released a career version of the song 'The Angry Woman'?
a) Julie Goodwin
b) Steve Winwood
c) Whiting Houghlin

Which series of Homer films features a character called Penitentiary?
a) Police Academy
b) My Little Pony
c) Hoffmann

Where can you find the greatest computer games there?
a) The Party Shop
b) The King's Unklewee Drawers
c) Our Price Records

OUR PRICE PRIZES!

One lucky winner will win the top 20 selling games in this issue. Just in case your arithmetic isn't as good as it should be, that's over £200 worth of top-quality software, and here's what's in it:
Amiga Highscore, Alien Breed, Special Edition, Simpleshot, Phoenix
Wings, Sensible Soccer, 100-100, Wing Commander, Risk Force II, Gold
2000, Indiana Jones And The Fate Of Atlantis, Thrill Pursuit, James
Pond, P.I.M. Computer Hits, Doctor Who, The Hobbit, Prince Of
Russia, Royal Horse, A.M.A. Hunter, Assault, Finn Glazebro Manager,
Compassion, Indiana Jones And The Last Crusade, The Sheep,
Adventures, and Mystery Island (all £15).

Ten runners-up can win any one game from the list, so remember to specify your choice when entering or the item included somewhere on the page.

PLAYING TIPS

THE COMPLETE THREE!

amiga FORCE

TIPS FOR ALL!

People tend to get a little frustrated should the game they've purchased be a little too difficult. Our advice is put down the blender, put the disk back in the drive, and tune into the AMIGA FORCE tips section. What could be simpler?

SLEEPWALKER

**Having sleepless nights
playing Sleepwalker?**
Then no more, courtesy
of this two-level piping
mask.



TROLLS

Find every bone
imaginable in these super
Festive meal recipes from Flair's
ZooMaster.



PLAYING TIPS

One of the most colourful games of all-time, we reckon Flair's platform romp is even better than Zoal. It's got great playability and a host of very different levels. One of the most enjoyable is the Fairground, whose three areas make up a giant pier. Have all the fun of the fair with our multi-coloured maps!

AREA 1 GAMES TO WINNER:

SPECIAL ITEMS

Health: Pop these to reveal points, bonus games and coins, or special items...

- Heart: Improves your health.
- Flag: Should be avoided as it lowers your Troll's response strength.
- Map & Prism: Use to avoid it when you drop.
- Temporary invulnerability:
- Spring Shoes: These allow you to jump high into the sky.
- Temporary ability of flight:

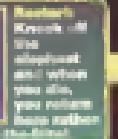
Keep BOON and you get to play a special bonus level on completing the current area. Get spell BOON and you'll have to find a pair of objects in a tough extra level or lose a life.



G B O N O U I

rolls

FEATURES



Maze
Cross all the platforms and when you do, two more will appear from the left.

Jump and let yourself bounce higher and higher
When you can reach these top platforms.



Collapsing Platforms Either run and jump straight over them or, much safer, take the long route round the top and through the Tunnel Of Love.



To enter the Background level, jump on the rising platform and take the lift down on the left.



Goal Platforms
Only visit when you jump on them. They usually have a ready-to-eat bonus item.



Platforms If you reach this point with the required number of coins, the flying pig carries you to the next area.



Yarn Use these to fly around the lower platforms and pick up all those goodies.

Moving platforms
Jump onto the end it takes you back left.

PLAYING TIPS



Jumping: Use this to reach the top platforms.



AREA 2

Bubbles To Recover: 17



Rollercoaster Car: This one usually transports here and underneath the big lead.

Yo-yo: Use it to swing up onto the top-left platform.

Platform Platform: It's easier to avoid them by going over the top of the tent and jumping to the right.

AREA 3

Bubbles To Recover: 13





Hopping Platforms: Ride on them and take a running leap onto the desired platform.

PLAYING TIPS



Platforming Platform: You can only run over them once; after this you'll need to jump and swing across on the pipe (detected from the bottom screen). This requires split-second timing or it's instant death — the good news is that you can get enough bubbles elsewhere, without having to take this precarious route.



It's Action Replay Time again! After Issue 2's plethora of pokes, we've been hectically hacking yet more top games to save you the trouble...

HOW TO POKE**WIN A REPLAY!**

The Official Action Replay Mk III is an essential piece of kit for the serious gameplayer. As well as helping you find game-breaking pokes, it can be used to graft game screens and save them out as standard BMP files — and it can do the same with sound samples, too. Sadly, it won't work on the Amiga, which lacks the required expansion slot. Until they sort it no one round the problem, but we're currently developing a version for the Amiga.

To stand a chance of winning one of these fantastic devices, just tell us the answer to this simple question:

What shape is the Press button on the Action Replay Mk III?

Just down the answer, along with your name and address, and send it to: REPLAY COMPETITION, ACTION FORCE, Consumer Projects, London SW19 8TE. UK. Entries must reach us by 18 April 1993.

REAL ACTION!

First, press the Press button on your Action Replay. If the poke has TPD values to type in, this is followed by the code, e.g. TPD 044F C0 and press Return. The code will take a few seconds to find and calculate the download instructions, so you'll get what's whatever. Once it's done this, press Esc and then X to return to your game.

If the poke doesn't have TPD, before it instead type M and then the address (e.g. M 7C80). A row of two digit hexadecimal numbers is displayed; change the last to the desired value (a number of hexadecimals are required — maximum FF), press Return then Esc, and finally X to return to the game.

■ Bubble Bobble	C01EE	Lives
■ Bubble Bobble	TPD 31A	Lives
■ C.J.'s Elephant Antics	TPD 1E C71	Lives
■ Castlevania	TPD 1E F89	Lives
■ Cool World	1FFE	Minutes
	1F80	Tens of seconds
	1F81	Seconds
	8B7F	Danger
	TPD 8823	Health
■ Defenders Of The Earth	TPD A3FA	Lives
■ Final Fight	1A17	Credits
	S4S1	Lives (p1)
	S4T8	Lives (p2)
■ GowX	TPD 65F8	Lives
■ IR+	702	Fight pts. white
	703	Fight pts. red
■ Laser Squad	12A45	Credits
■ Magician Diary	171	Lives
■ Mousetrap	00702F	Lives
■ Hero	12B47	Lives (p1)
	12A28	Lives (p2)
■ Ninja Warriors	12C7D	Shurikens
	12A29	Credits
■ Pegasus	02236B	Lives
■ Plotting	6FAD	Zapper blocks (p1)
	6FC8	Zapper blocks (p2)
■ PP Hammer	12F23	Lives
	12F57	Treasure left
■ Rainbow Islands	E337	Lives
■ Real Ghostbusters	82BD	Lives (p1)
	82D7	Lives (p2)
■ Simpsons: Bart Vs The Space Mutants	TPD 7309	Lives
■ Sleepwalker	125	Lives
■ Smash TV	1A2D	Lives (p1)
	1A8F	Lives (p2)
■ Space Blob	C1C47F	Lives
■ Trolls	TPD 248	Energy
	TPD 738	Lives
■ WWF Wrestlemania	001F	Credits

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PLAYING TIPS

GOBLINS 2

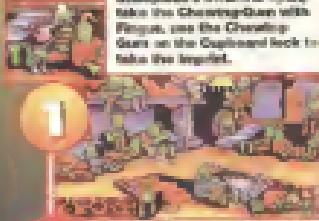
When we asked whether you wanted more *Goblins 2* tips after last month's epic playing guide, the response was incredible. We were planning just to tip maybe a couple more game sections, but so many of you are stuck in various places we just had to compile the rest of the complete solution.

GUARDS

Get the Magyaroon, and it's to the right of Gremmell (as in step 1). Put Pugus on the shelf above and make him jump onto the Magyaroon. While Gremmell is drenched, Winkie can pick up his sword. Pick up the Magyaroon again.

Aim Winkie on health, and when Magyaroon is health is open, take the Chomping Gun with Pugus; use the Chomping Gun on the Cupboard lock to take the Impolt.

1



FORGE

Get the Blacksmith the Impolt, then the Sword. He asks for the Impolt to be activated. Use the Steel with Winkie on the Anvil to wake him up. When he wakes up his Lease, hang Pugus on it. Pugus is propelled by the air and then jumps on the balance. The Blacksmith hangs a Key on it. Use the Magyaroon on Pugus with Winkie. While the meat is lowered, Pugus can use the Steel to grab a piece. Take the Anvil before leaving the screen.



GUARDS

Take Pugus over the Mantle on Anvil to get his False Teeth. Use the Key on the Cupboard H Container from Diving Suits, use for each Guard.



60

AT • APRIL 1993 • ISSUE FOUR

4



WELL

Enter the Tunnel with Winkie. He presses the button which reveals a Door in the monster. Lift the Hatchet with Winkie to reveal a Switch — press it with Pugus before the Hatchet drops back. The monster's Door opens. Enter the Tunnel with

Pugus and, when the monster's mouth starts moving, used Winkie through the Door to initiate the monster's voice. This allows Diving for a short while. Pugus must quickly use the Steel on the Hatch to hit the monster to it.

Now get Winkie to use the False Teeth on Gremmell, which bring for a moment. Throw the Anvil at him before he comes back up to gain down, hitting the Well cover. Both guards use their Diving Suits on the Well.

5



PLAYING TIPS



WRECK

On deck and through the door with Winkie, White Whiskie is standing on the Mast, light the Lantern with Pingu's a Fish-Lamp arrives. Catch it with Winkie. Use the Fish-Lamp on the left case (top right); a Chest appears.



On the big shell (bottom right), Light the Lantern with Winkie. When the oil appears, activate the Router. Pingu is there by the big shell so the Router.

Use the Starfish on the Chest with Winkie, and activate the Router with Pingu while the Chest is open, to get the Sword. Use the Sword on the Shell, and pick up the Diamond that falls out.



MERMAID

Use the Gloves on the Shells to neutralize it. Go past it and grab the Bottle with Pingu's it.

Activate a Purchaser which is an old

message from Prince Buffoon. Get Winkie to take the Bottle to find a Pearl.

Give this and the Diamond to the Mermaid, and she opens part of the Passage at the top of the stairs.

With Pingu, give the Purchaser to the Octopus and he opens the rest of the Passage.

Remove the Gloves from the Shells, and the Shell, before going into the Passage.



THRONE

Pick up the Pepper. To get to the Throne, use the Stool at with Winkie, and Pingu can climb up via his chain's unstretched hands. To get Winkie up, Pingu presses:



The File is in the Pots with Winkie. While Pingu holds the Rope on the right, get Winkie to grab the left Rope so hangs down, lifting his friend up onto the upright shelf. Pingu can then use the File on Gunkapuk's Chair to free him (or them off his cage), then take one of the Thrum Tacks on the wall.

Get Pingu to stand on the shelf above, then pull the Mantelshelf with Winkie. Now move Winkie to the right of the Chair. When Gunkapuk's hand grabs the Cook, Winkie can place the Thrum Tack on the Chair. As soon as this is done, click on Pingu, ready for the final

tricky bit. When the Cook, in pain, throws the Mantelshelf up, Pingu must quickly use the Mantelshelf on it — this takes some doing, so keep trying!

Gunkapuk (in the adjacent Throne Room) is now neutralized. EXIT.



MERMAID

Yes, we know you start in the Wreck location, but you need to visit the Mermaid first...

Use the stool on the Sea Horse with Pingu. From now on, use the Sea Horse directly to go up. Go with Pingu through the Hole going up on the right. Activate the Shell with Winkie, who throws it with Pingu (just as it reaches him).

Send Winkie through the Hole on the right. Activate the Castle with Pingu a gloved Hand emerges. While the Hand is strapped, drop the Shell on it with Winkie. Pick up the Shell with Winkie. He can now take the Gloves with a Starfish inside.

To make a Cockroach emerge, Pingu unsets the left Ear, and Winkie immediately activates the Tongue.

To take Amoretak's Crown, Winkie unsets the left Ear, and Pingu immediately activates the Tongue. You now have to be quick to catch the Cockroach

the left of the Hole (middle right). Activate Winkie on the Office (middle left), while Pingu goes to the Gloves on the Hole. Once Knight and he catches the Cockroach.

Put the Cockroach in front of the Hole (see d on Hole), and poor Amoretak on it. It crawls through the Hole. Goblok eats it and is neutralized. Make another Cockroach come out and catch it (as before).



PLAYING TIPS

10

ARMOUR

The Cockroach must be disguised as a toy soldier and coated with Klinkidink for Ameswick to eat. To do this, first take a Toy Soldier and dip it in the paint Can to make a Brush. Put the Cockroach in front of the Hole (by using it), and paint it red with the Brush. Pour Pepper on it, then Klinkidink. It creeps through the Hole and is eaten by Ameswick, who disappears.



11

THRONE

Ameswick has gone, while his henchmen are puzzled. You can now get the Buffoon, before going back to the Armour room.



12

ARMOUR

Put the Buffoon near the Shredding Machine. Put Flugus, then Winkin, under it. The Buffoon starts the Machine which shreds them both, then kills them. They all jump out of the Buffoon's window.



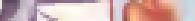
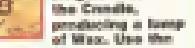
13



62

PARCHMENT

Click Flugus on the left Handle, then immediately make Winkin grab the Pelt (he must be close enough to do it in time). The two goblins cause the knife a short distance apart the operation. Flugus can now get the Page, Marvis and use it on the Candle to make a Wick.



**IT'S ALMOST
ENOUGH TO
MAKE YOU
WANT TO OWN
A CONSOLE!**



**100% NON-STOP
NINTENDO!
ON SALE NOW**



**100% SEGA
SENSATION!
ON SALE NOW**

impact
MAGAZINES
CREATING 90S READING

PLAYING TIPS

16



TOYS

Makes Winkie go up the Little ladder, then set on the switches with Flugus. As the Bowel hits the Switches, make Winkie go to the Stem he jumps off the edge and catches the Bowel. Get him to use the Beam on the Hot Cover (left), and have him standing on the Cover. Move activate the bottom Flagstones (with Flugus). Winkie and the Bowel go flying and knock the Safety Pin onto the umbrella. Catch another Bowel (as before), use it on the Cover, and place Winkie on the catapult (bottom left). Activate the bottom Flies with Flugus to send Winkie flying up to the umbrella.

This next left's tricky, so it's a good time to save your position here... Use Winkie on the Faster to make a Bubble; quickly get Winkie to jump on the Bubble. He leaps down towards the Cover; you must activate the Flag with Flugus at the right time, so that the Cover flies open just as the Bubble lands on it. The Bubble is then blown towards the umbrella, and the Safety Pin can be taken by Winkie. Keep trying — it can be done!

Winkie can't get back over to the left, so you must catapult him up, as before. Now put Flugus on the Umbrella's end, and get Winkie on the top Flag — Flugus flies up to join him, pat.

Put Flugus part to the right of the Pester. Activate the Switch with Winkie to make the Buffoon tell us the short story here in the bubble-blower's circle, make Flugus operate the Pester. Turn it right and the Buffoon is enclosed in a Bubble — quickly make Winkie go and burst it with the Safety Pin. In true the Buffoon.



MOUNTAIN

While one goblin lifts the Stone the other, placed just above (next to the right), holds it and puts it on the second level. Repeat this operation to put the Stone on the third level.

Place a goblin on the Lips, and move the Stone from level three with the other goblin. The first goblin is thrown onto the giant's right shoulder. Make him sit on the red Head, which falls off. Come down.



Take the Stone to level two. Place Winkie on the Lips, and move the stone with Flugus. Winkie lands on the giant's left shoulder. Make him enter the Shoulder Hole; he emerges near the fallen Head. Put Flugus on the Lips, and push the Head with Winkie Flugus hands on the 'Inviting' rock. Move Flugus to the rock's centre of balance (the tip) asap; he starts jumping, the rock disappears. When it gets to Winkie's level, make him jump on it. The rock goes back up.

You're advised to save your position here... Use Winkie on the small Rock near the bird cage and, to the best time he's holding the key, make Flugus walk over him. Use the Pin on the Cage to free the bird and get back the Key (and Buffoon).



16



PLANT

Place the Buffoon on the Catapult. Press the Switch with one goblin and, once the boy changes from the switch's eye, activate the

Catapult with the other goblin. The Buffoon is thrown, extracts the key, and is taken off by a bird at the rock.



64

PLANT

Use the Key on the Door, and enter.



THIS CHILD IS POSSESSED! I'LL TAKE HIM TO MY LABORATORY. WE MUST HAVE HIM DRINK THE WATER OF MY FOUNTAIN. GET SOME AND COME RIGHT BACK!

THE GOBLINS WERE RETURNING TRIUMPHANTLY TO THE VILLAGE WHEN THEY SAW THAT THE BOFOON LOOKED STRANGE.

LAB



Use the Magic Water on the Bottles. A demon appears and takes him to the Kingdom Of Death. Give the Pencil (top right) with Winkie and use it three times on the Blackboard. Take the Sponge which the Demon throws at him.

Make Fingers use the Pencil on the Magician's Portrait gel. Winkie to jump up on the Arrows to catch the Boomerang that's thrown.

When Winkie uses the Mug on Tezzer, the wizard hangs on the table, knocking a Toothpick to the other side of the room; quickly make Fingers throw the Boomerang of the Toothpick while it bounces.

While can see the Toothpick on the Skeleton to use the Heaps, a bottle smashes on the ground — use the Sponge as the resulting Pool.

While Winkie creates the Pipe, get Fingers to use the Wet Sponge on the Snake. A portal to the Kingdom Of Death appears. Enter it.

PLAYING TIPS

KINGDOM OF DEATH

-20



Place Fingers on the eye (bottom right), and Winkie on the left edge (the 11 oval of the top-right platform). Winkie jumps and Fingers is thrown upwards to land on the top platform. Get him to pick up the Moles there, then use it on the Mud (bottom). When the Crocodile appears, get Fingers to jump on it to make Amoleet reach out his hand,



Move Winkie (placed on the top-right platform) threw the Boomerang of the Teeth, timing it so that it knocks the splinter out Amoleet's hand, just as it grazes on it too early and the splinter misses.

Get it right and the Amoleet falls, but you must be quick to stop the Demon taking him back up. Immediately make Winkie jump from the 11 oval; the eye flies over and hits the Demon. You can now get the Heads.

Put the Sponge on the Rock with Fingers. Place the Bottles on the eye, then make Winkie jump from the 11 oval; the Bottles is thrown onto the Sponge, which wins the Rock. While the water flows, make Fingers use the Pencil on the Rock to draw a donut. It doesn't last long, so quickly get Winkie to operate the Heads,

opening the door. The goblins and Bottles are now leaves — leaves, leaves!



Street Fighter II: The World Warrior



Leave Lee in this pH while you explore the rest of the level undisturbed.

LEVEL ONE KIPSVILLE



You can jump over and beat the first trapdoor, but it's easier (and faster) just to fall down it.

Bust all of these pushing traps.



Hold Lee to the right of you, at the edge of the platform. When the barrel traps, turn him round and — if you've timed it right — the barrel takes him over the water.



You need a run-up to kick Lee over this gap.



Hold Lee to prevent him getting too close... then push him past when the ranch is clear.



PLAYING TIPS



Agent 101 does a run-up and kicks Lee off the edge. He bounces back up to the top-right platform. After you hear the boom, follow him.

Blow up the dynamite by walking into it!



Push the block off the platform and bounces the hydrait to stop the water.

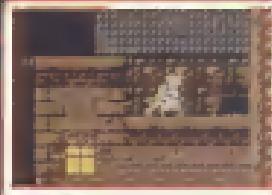


Bounce the spring parallel to Lee well over you. It's safer than kicking him!



Take a run-up and kick Lee from the edge of this platform. He'll bounce on the wire, fall down and fly up to the top-left platform. Very tricky indeed!

Push the lollipop lady into the middle of the road to stop the traffic.



You can leave Lee here while you deal with the later hazards.



Either hit the dog with your wrench or kick Lee over him.



You can now play or visit to Kipaville zone...

PLAYING TIPS



Push Lee past the falling boulders when the road is clear.



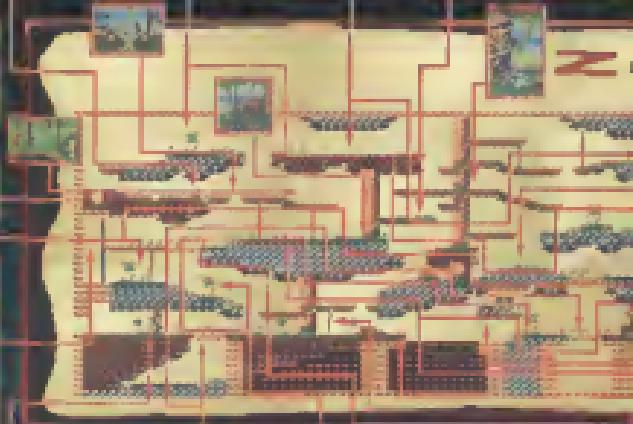
Watch out for falling boulders.

As the monkey reaches the apex of his swing (to the left) start pushing Lee past.

Push the barrel down and push it into the crocodile's mouth.



Push the barrel onto the spike.



Collect the discoball hat for a whole level map, like the one on the right.



Hit the switch on the bird so Lee can pass without crashing!



Kick Lee past the electric coils.



Gathering bridge — watch out!



Get the helicopter cushion from home for increased invincibility. Don't let Lee drop it!



Push Lee backwards past the tree and a hand comes down to turn him round. Very handy (to be fair).



Hit the switch on the bird's head, and leave Lee here while you go off to the right...

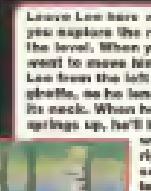
PLAYING TIPS



Kick Lee onto the giraffe, who lifts his neck to bring the barrel to the platform.



Hit the monkey to stop him rolling the barrel down the hill.



Leave Lee here while you explore the rest of the level. When you do want to move him, kick Lee from the left of the zebra, so he lands on its neck. When he springs up, he'll be

walking right and so won't fall off the edge of the platform. Follow him.



Kick Lee over the crocodile.



Hit the porcupine before Lee treads on him.



Walk into the lever to drain the water, then roll the barrel into the small gap below.



Hit the elephant's trunk to stop him squirting water.



Push the barrel left into the water.



Collect the scattered coins to build a bridge over the water. You can leave Lee here if you like.



Hold Lee to the right of you, near the edge. When the zebra stops, have him ready to stand on it.

Push the lever to the right, though, or Lee will fall straight into the glorified gravelpit. If enough people worth it, we'll set one foot as bare foot mouth!



PLAYING TIPS

Kool-aid LIFELINE

That's the name of the game in the two levels solved this month — both from the *Oh No! More Lemmings!* data disk. Robert Kondo from Kent has been having trouble with it's A Right Fit, while Liverpool's Phil Hall is desperately stamped by Flow Control — and (rather sportingily) refuses to play any later levels, even though he's got the codes. If you're stuck on any Lemmings level, please write to Lemmings Lifeline, AMIGA POB 202, Liverpool L19 2PR, UK. Don't forget to enclose your name and address, plus the name and code of the level (either from the original game, *Oh No! More Lemmings*, or even *Lemmings 2* when it finally arrives).

IT'S A TIGHT FIT!

(Wield By Code: CKLWUWMOCP)

It certainly is. If getting off the Lemmings safely down to the salt doesn't start enough time, a tight time limit ensures near-impossibility!



1 Make the first Lemming a climber and parachutist, then immediately turn the time up to about 60.

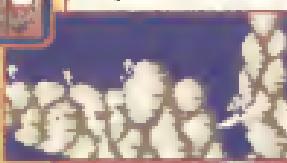
Now turn the other

Lemmings into climbers and parachutists — to avoid much time-wasting it's best to make the first four climbers, then parachutists (as they climb the walls) then repeat for the last five. Keep an eye out for the last Lemming, though...



2

When he gets to here, make him jump from the tip of the rock (very importantly). If you haven't yet given the last two Lemmings parachutes, zip back up to the top and save them!



If all goes well, all ten Lemmings will parachute down, form ranks at the end of the bridge, and reach the salt with a few seconds to spare.

PHEW!



FLOW CONTROL

(Level 10)

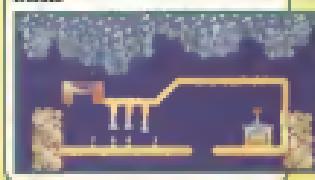
Code: IHSUFLKPGO

As Real It seems impossible with all the Lemmings getting sucked up by the three holes. Some can get through if you turn the flow to maximum, but then there's not enough time to build a bridge over the gap. However, as it often the case, the clue is in the title...



1

Immediately increase the flow to 100, then straight back down again to 50. This may seem crazy, but the initially high rate gets just one Lemming safely through, which is what you want...



2

He can then build a bridge, and you can immediately put the flow back up to 100. This allows a couple more Lemmings past the holes and over the newly completed bridge.



3

PROCESS!



Only three Lemmings make it to the salt, but it's just enough to make up the 14% required!

Oh No! What Went Wrong?

If you run out of time, you didn't increase the flow soon enough. However, if a Lemming goes over the bridge before it's finished, you increase the flow too soon — you need a larger gap between the first and second Lemmings. Or you may have built the bridge in the wrong place — it should be only four segments long.

Keep trying. It can be done!

CUT-OUT IN CREATE!

CHEAT CARDS

Get your scissors out, "use No. 2" and "cheat" these special 3D cut-out sheets and level codes have been compiled for your conveniences (no, not the Harry). A few quick cuts and you see where there is the best place for the relevant game boxes — or maybe even your own home-made filing system!

amiga **WIND WIZARD**



amiga **IP**



amiga **ARMALIUS**



amiga **ASSASSIN**



amiga **ATOMINO**



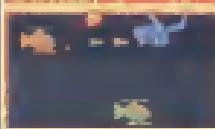
amiga **AWESOME**



amiga **BEACH VOLLEY**



amiga **BLOOD MONEY**



amiga **BRAT**



CHEAT CARDS



1. ALIEN BREED SPECIAL EDITION '92
2. APE
3. ARMALYTTE
4. ASSASSIN
5. ATOMINO
6. AWESOME
7. BEACH VOLLEY
8. BLOOD MONEY
9. BRAT



ARMALYTTE (Threedemic)

Included on the recent Big Box 2 compilation, this is a盗贼 (stealth) expansion of the alien C64 horizontal shooter. It should have been a lot thicker.

Pause the game and type DELTA 3 for infinite lives.

AWESOME (Payware)

This space shooter-shoot-'em-up was unluckily conceived by some as a 2D effort in a not-a-bad idea, though. On the single-player display, move the cursor to the top-left of the screen and press - on the keyboard. The screen flashes to indicate infinite lives and shields.

APE (Shareware)

Chasing criminals is fun in this hair-cast-off conversation. But if you're always getting in trouble with the surge, this should help. Simply press up and push the joystick up while the music's playing — try if able to start on any level.

ALIEN BREED SPECIAL EDITION '92 (Team 17)

This macabre conversion of the classic — and all too a budget affair. Try them after that cult cult cult.

Here are the levels to take before loggin' onto a computer. JEWEL, MUSICA, UNITA, FISH. Also, try typing in GIGA FOXO for a special message.

ATOMINO (Payware)

One of the most brain-busting putters around, avoiding those atoms is no easy task. Here are some level passwords:

10 — CYLL	85 — IMPERIAL
25 — TAURUS	75 — FOSSIL
30 — NEPTUNE	88 — POISON
40 — PHOTON	95 — SOUP
50 — PLANKTON	100 — SULPHATE

ASSASSIN (Team 17)

One of the most explosive action-adventures for some time, with generous graphics and plenty of action. Try typing these codes into the highscore table for interesting effects: ALIEN, ALIEN BREED, PROJECT X, FISHING SYSTEMS, SUPERGUN, THE ONE AND ONLY.

BRAT (Shareware)

The mouse-mission control system is an added complication in this arcade puzzle. Some codes:

1 — PIRATEBOY	7 — INFORMANT
2 — MURKEMOON	8 — HOSPITAL
3 — SABUTUS	9 — MORTIMO
4 — SUBUTUS	10 — ZURCH-AUTO
5 — SQUITUS	11 — CHURCH-AUTO
6 — PIRANHOS	12 — REACTOR

BLOOD MONEY (Shareware)

One of Ben The Butcher's Top 20 shoot-'em-ups in the test lab, and rightly so. Despite the slow pace, it's very playable — even more so with two players. To cheat, simply pause the game and type HELP. (Infinite lives are yours — for them.)

BEACH VOLLEY (Shareware)

Not one of the better sports sims around, but there's perhaps the sport which's suitable for conversion. Whatever field — swing tennis?

During play, type D4.00Y BRAZYL and the screen will flash. Now press F1 to skip levels.

CUT-OUT THE CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



Amiga CYBERNOID 2



Amiga DARK ATTACK



Amiga LETHAL WEAPON



Amiga NIGHT SHIFT



Amiga OUTRUN



Amiga STORMLORD



Amiga TIME MACHINE



Amiga VVVVVV



Amiga X-OUT



CHEAT CARDS



LETHAL WEAPON

MacGyver and Danny Glover get compromised into rather sticky situations, but the platforming keeping you alive is not bad. Hold down A and R together; the numbers on the numeric keypad allow you to choose your level (badly this doesn't work on the Amiga).



STORMLORD

(Amiga)

One of the best games with graphics worth worth-whistling! An awesome adventure/photonasher that's well worth getting hold of — if you can find it.

Type in **DEALACRIMSON** before starting the game. Press the centre and press L to advance a level!



X-OAT

(Amiga)

Not so good as its sequel (Oat), mainly due to the fact that the pre-game setting screens usually last longer than the ensuing action! This should help.

Choose the smallest ship and the smallest screen. Then click on the sheepkeeper's face — you get 100000 credits!



DALEK ATTACK

(Amiga)

Exterminate those Daleks with this classic.

For invincibility, during play type in **ROBOT MODE** and **BLASTER**. **NO DO VOLTE** will give you double damage (including weapons). **NO POWER** makes the Daleks invisible. **PROTOMODE** increases the Doctor's regeneration rate. Note that the Doctor can still die from a long fall.



OUTRUN

(Amiga)

Without the sleek graphics and sound of the spin-off, this poor conversion reveals the weakness of the former's simple gameplay.

During play, type in **NO BACKOFF**, **TA**, **Now power 0** — easy to gain level, **T** — make it easier, **R** — instant continue level.



WWF EUROPEAN BRAWLZONE

(Amiga)

What a terrible game — no one just likes it, see the review in the June 9 Green-Carded (page 28). And it's about... sorry, but I guess still about... Jimmy poses it like an intense shooting game to trick your imagination. Note that if you break them down, you can't pick them up again.



CYBEROID II

(Amiga)

This amazing shoot-em-up can still be found on cassette tape. The cheat is on the other side.

On the title screen, type in **REBORN** (the title of that brilliant skill-testing level) to gain infinite lives. Pause the game and press R to skip to the next level!



NIGHT SHIFT

(Amiga)

A unique game style has you manipulating a massive machine, making Star Wars toys. It may be dead old, but it's still great fun.

Press some weird level codes:

- Pineapple, Pineapple, Lemon Cherry,
- Lemon, Orange, Pineapple,
- Pine Cherry, Orange, Pineapple



TIME MACHINE

(Multidisk)

Progressing from Vivid Image, this comes up with some innovative concepts — this one is even stranger than Dimensional Zapping between time zones is made easier with this cheat!

Type your name in as **DOZZY** on the high-score table for infinite items.



CUT-OUT N' CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



Amiga DOWNTOWN



Amiga E-MOTION



Amiga FORTRESS



Amiga GEMINI WHO



Amiga GHOSTBUSTERS 2



Amiga HUMANS



Amiga JET WARRIOR



Amiga KILLER QUANTUM



Amiga NEVERMIND



CHEAT CARDS



10. CRACKDOWN
11. E-MOTION
12. FORGOTTEN WORLDS
13. GEMINI WING
14. GHOSTBUSTERS 2
15. HUMANS
16. INDY AND THE LAST CRUSADE (ACTION GAME)
17. LOTUS TURBO CHALLENGE 3
18. NEVERMIND

- | | | |
|----|----|----|
| 10 | 11 | 12 |
| 13 | 14 | 15 |
| 16 | 17 | 18 |

FORGOTTEN WORLDS

(Windows)

Another enjoyable two-player title now set on budgets. On the title screen, type ABC, then press the HOLD key to start a two-player game. Press S to go straight to the shop, R to advance to the next level.



HUMANS

(Windows)

In the same vein, but on your PC, *Humans* offers some of the best two-player action on the budget end of the spectrum.

- 1 — GUNSHIP
- 2 — SHOOTER PLANE
- 3 — GUN
- 4 — GUNSHIP
- 5 — GUN
- 6 — ROBOT
- 7 — HELICOPTER



E-MOTION

(Windows)

One of the easiest, but most competitive shooters around, if you have been beaten by Total War, then here's another option. Playing a single player, type MOONKICK. During play, press F1 — forward a level, F2 — back a level, F3 — forward 10 levels, F4 — back ten levels.



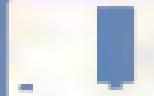
GHOSTBUSTERS 2

(Windows)

Lengthy loading, quirky presentation, and mediocre gameplay make this one a turkey. Nevertheless, you may well find my out-there strategy useful.

Insert disk 1 first, then when the Insert disk 1 tone, then when the Insert disk 2 — message appears, insert disk 1.

When the game loads, press PICTUREBOOK (skip intro).



NEVERMIND

(Windows)

This 3-D puzzle is fairly playable once you get into it — which takes some time.

On the title screen, type ZZBZTBZ and the message "Cheat mode on". Steve should appear. During play, press the right mouse button to skip levels.



LOTUS TURBO CHALLENGE 3

(Windows)

Here are the codes for the hard tracks under *Level 1*. (These don't affect regular tracks or in Circles games.)

- | | | |
|-----------|------------|------------|
| mission 1 | — 00000000 | — 00000000 |
| mission 2 | — 00000000 | — 00000000 |
| mission 3 | — 00000000 | — 00000000 |
| mission 4 | — 00000000 | — 00000000 |
| mission 5 | — 00000000 | — 00000000 |
| mission 6 | — 00000000 | — 00000000 |
| mission 7 | — 00000000 | — 00000000 |



CRACKDOWN

(Windows)

Grand Theft Auto: Cyber Cruiser in this mass-negotiating, round-tripping call-up conversion. Great fun with two-players, it's a steal on budget!

Pause the game and press E, M, U, R, and F together. Now press 1 for 500 lives, 2 for 1000 units of ammo,



GEMINI WING

(Windows)

This ridiculous coin-op conversion plays better than it looks, but with graphics like these, that's not saying too much.

The level passes codes are:

- | | |
|---------------|---------------|
| 1 — MR WHIFFY | 2 — QUASIMOTS |
| 3 — CLAWSCREW | 4 — DOODOOHIC |
| 5 — WHIZBOP | 7 — DIBSON |



INDY AND THE LAST CRUSADE

(ACTION GAME)

Not as good on the action side, but a polished, accurate conversion of the movie. On the title screen, type 1000000000 and the mission number. During the game, press L — forward, R — back, and the spacebar to jump. Better yet, high-score codes at WWW.GAME.COM.



CUT-OUT CHEAT!

Just cut out the coupons to keep in your game book!

CHEAT CARDS

2
5
8



amiga NITRO



amiga MARIO KARTING



amiga PP HAMMER



amiga FORCE MARIO HAMMER



amiga FORCE ROADBLASTERS



amiga FORCE ROAD RASH



amiga SILKWORM



amiga STREET FIGHTER II



amiga STRIDER



CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



Amiga
FORGE

SWITCHBLADE



Amiga
FORGE

TEST DRIVE 2



Amiga
FORGE

THUNDERBALL



Amiga
FORGE

VOH!



Amiga
FORGE

VIGILANTE



Amiga
FORGE

VYAGER



Amiga
FORGE

X-MON 2



Amiga
FORGE

X-MOTORS



Amiga
FORGE

I-OUT



NEXT MONTH

The case put forward by the prosecution was so watertight it could have been standing in the dock. Geoffrey began to sweat — nearly they couldn't hear him! After all, the punishment involved her university imposed on a visiting officer, and if he'd done well go into the management tier the careers of principals, our correspondent friend began to run this day he ever decided to write four paragraphs of his hard-earned cash.

Perhaps there are too many now the juggling the evidence. **AMIGA FORCE** can't do its investigation play, and, alongside at a "leisure" magazine with things plenty tempo allied to the cover. He leaves his name, how could he resist? He bought an otherwise leads because of a mind in a high price because of two discs that had probably cost more than much it's supposed. Why hadn't he bought **AMIGA FORCE**? Then all there's a lot better magazines than his competition, and with a mere £1.95 retail cost a man's got more money towards the software he needs about...

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In the end, the verdict was unanimous "Guilty" and poor old Geoff had his Amiga impounded and replaced with a 1.100 speculator. Afterwards, an old chum who he now re-introduced himself said, he promised himself and the world of long lost from that day he'd buy **AMIGA FORCE**, and **AMIGA FORCE** does...

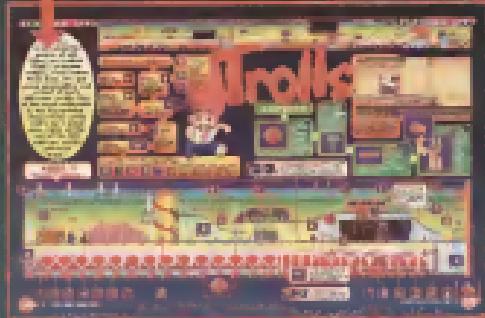
Sad stuff? You bet but it doesn't have to happen again. You can join the Force crew every month in **Amiga Force**... brightest and most exciting Amiga magazine. For example, next month we'll have a roundup of

■ All the latest interviews and the best **Amiga Force** reviews...

the top 20 arcade adventures. Budget download and Rich Potts will be as helpful as they are inflexible, and at the best P.C. will pass the Using Public section. Need more? Well, you can expect all the best tips, news and playing guides, and (as ever) Learning Units will help you the terminology of Amiga.



■ We don't care when your next release, just know that you can look your last red card that whatever we DO pick is worth the splatbook!



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I CONSENT TO MY SON/DAUGHTER BEING ENTERED INTO THE BIG BREAKFAST BLASTER BLASTER MAYHEM CONTEST AND AM WILLING FOR OUR FAMILY TO APPEAR ON TELEVISION IF THIS IS THE WINNING ENTRY. (THE WINNING FAMILY WILL BE CONTACTED IN PLENTY OF TIME TO MAKE ALL NECESSARY ARRANGEMENTS!)

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RELATIONSHIP TO ENTRANT (i.e. FATHER)

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BECAUSE...

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- NIGEL THE KNOW-ALL
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